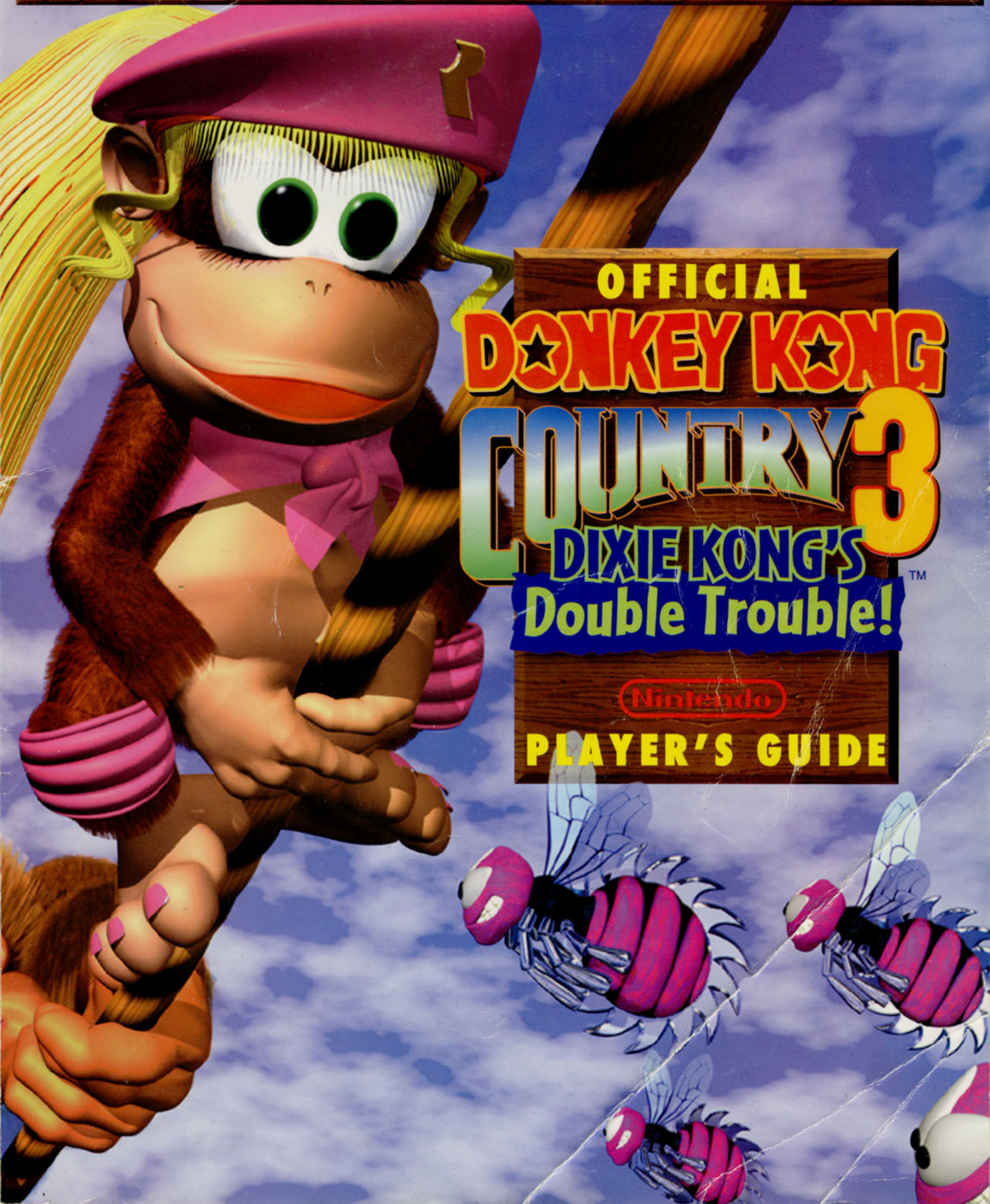
The only OFFICIAL guide to all the monkey business in DKC 3™, straight from the pros at NINTENDO POWER



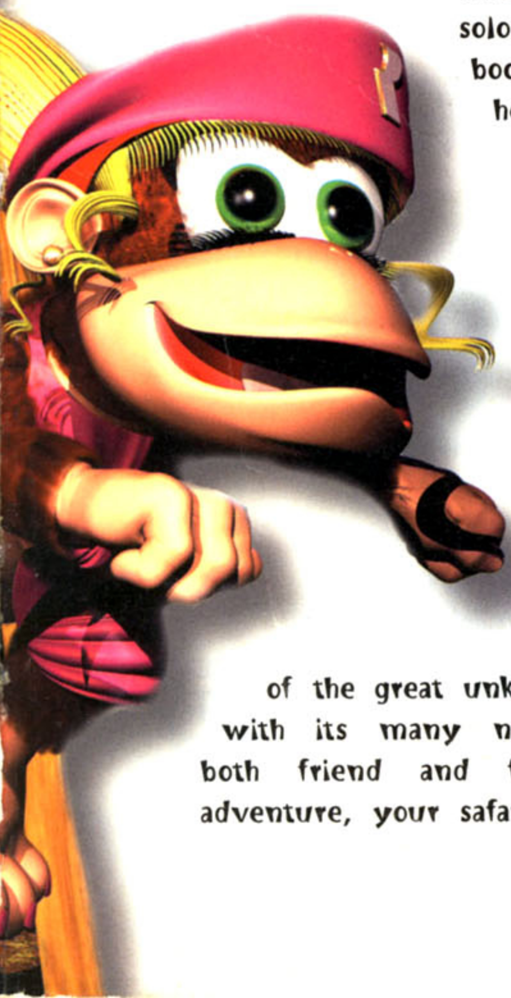
OFFICIAL
DONKEY KONG COUNTRY 3
DIXIE KONG'S Double Trouble!™

Nintendo

PLAYER'S GUIDE

DONKEY KONG COUNTRY 3
DIXIE KONG'S Double Trouble!™

DONKEY KONG, I PRESUME?



Not quite. Intrepid video game explorers Donkey and Diddy Kong appear to have been swallowed up by the trackless terrain of a whole new continent crawling with Kremlings. Now it's up to that daring damsel of adventure, Dixie Kong, to find the missing monkeys. But this is no solo expedition. Funky Kong has boondoggled Dixie into babysitting her cousin, the titanic toddler Kiddy Kong. At first glance, Kiddy may seem slower, clumsier and homelier than the missing link, but you'll soon appreciate the powerful play possibilities when he links up with Dixie. In the pages that follow, the pros at Nintendo Power blaze a trail through the Northern Kremisphere to provide you with complete maps, charting all the secrets of the great unknown, including how to deal with its many never-before-seen inhabitants, both friend and fiend. With this atlas of adventure, your safari will bring 'em back alive!

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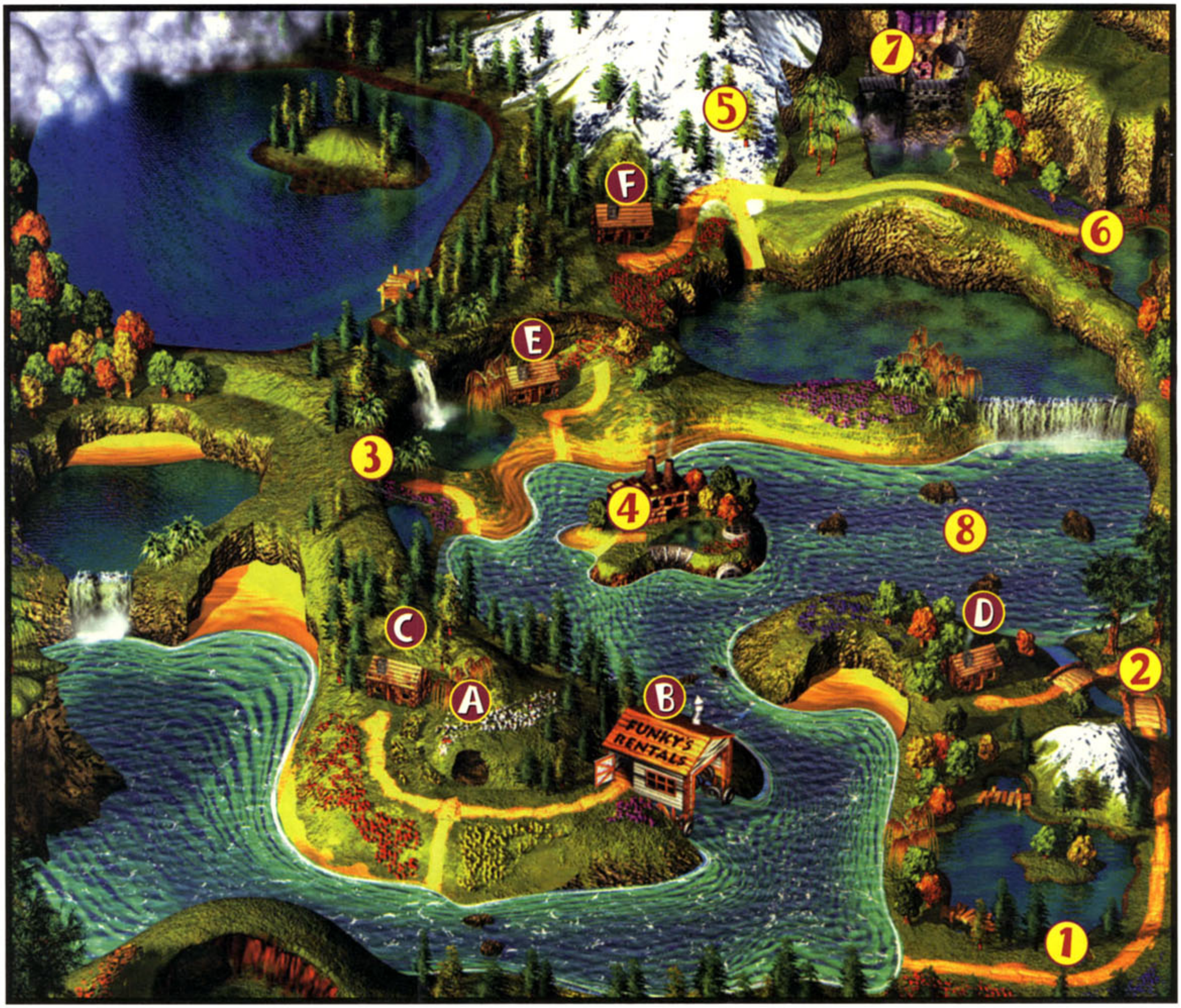
THE NORTHERN KREMISPHERE

There are eight areas to explore in the Northern Kremisphere. Not counting Bear cabins, Secret Caves or major baddie hang-outs, that means you have over forty levels to conquer before finishing the game. Rumor has it—and it might just be simian senility—that Cranky Kong covered all the levels and found everything in five hours and fifteen minutes!



A Wrinkly's Save Cave

B Funky's Rentals

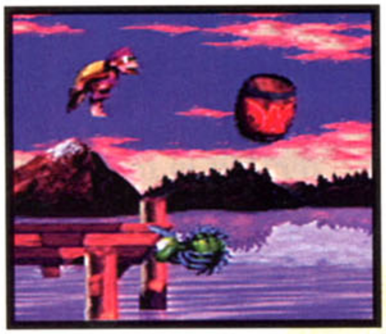
C Bazaar's General Store

D Blunder's Booth

E Bramble's Bungalow

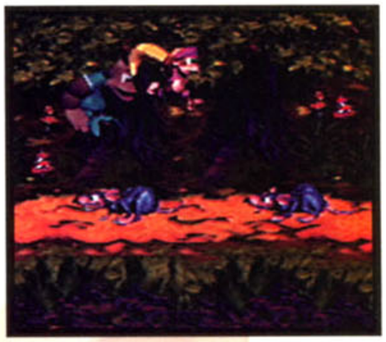
F Barter's Swap Shop

1 Lake Orangatanga



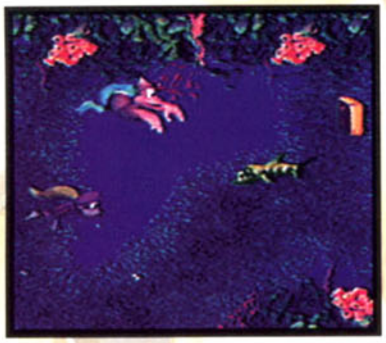
Lake Orangatanga has a mixture of terrain that hints at the challenges you'll encounter in later stages in the game. Hone your simian skills as you bounce and roll through levels comprising water, snow, and dark and dreary dwellings.

2 Kremwood Forest



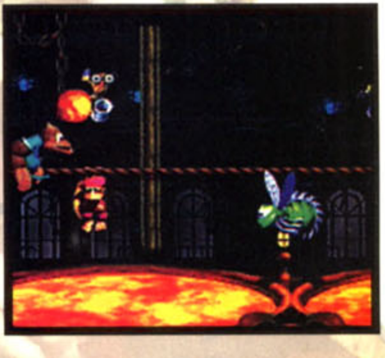
A river runs through the middle of Kremwood Forest. Brash Bear is the champion swimmer of these parts, but most folks agree that potential challengers stay away because of all the scary tales about a giant spider lurking in the treetops.

3 Cotton-Top Cove



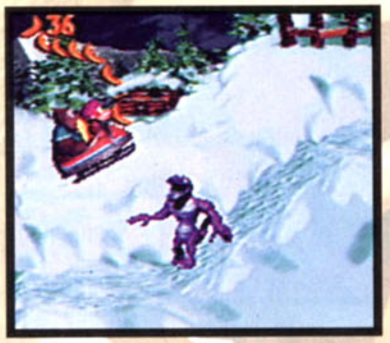
With its bubbling trio of picturesque waterfalls, Cotton-Top Cove might be the best vacation destination in the Northern Kremisphere. Unfortunately, the Kremlings chased all the tourists away. Perhaps this explains why Blue Bear is so bummed out.

4 Mekanos



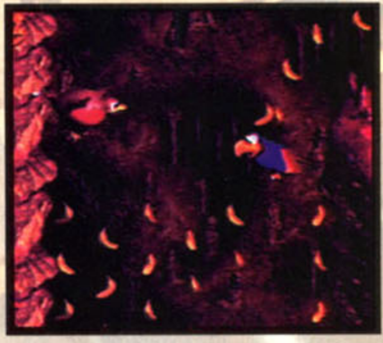
The toxic terrors lurking among the rusted ruins on the industrialized island of Mekanos are not for the faint of heart. This world contains some of the toughest challenges in the game, especially when you're searching for Bonus Coins.

5 K3



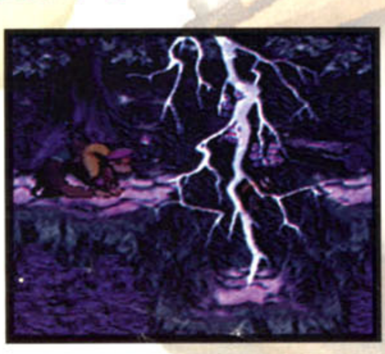
The frozen wastes of K3 never see any season except winter. It's tough for hairy toes to maintain a steady footing on the ice, especially when you have to jump over sliding Lemguins or dodge the polar projectiles hurled by a sinister snowman.

6 Razor Ridge



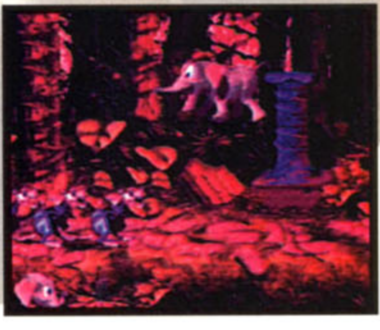
Serrated spires scrape the bloated bellies of the clouds high above Razor Ridge. This would be a scenic place to visit if there weren't so many creepy critters running around. One of the krueler Kremlings even disabled Björn Bear's Chairlifts!

7 Kaos Kore



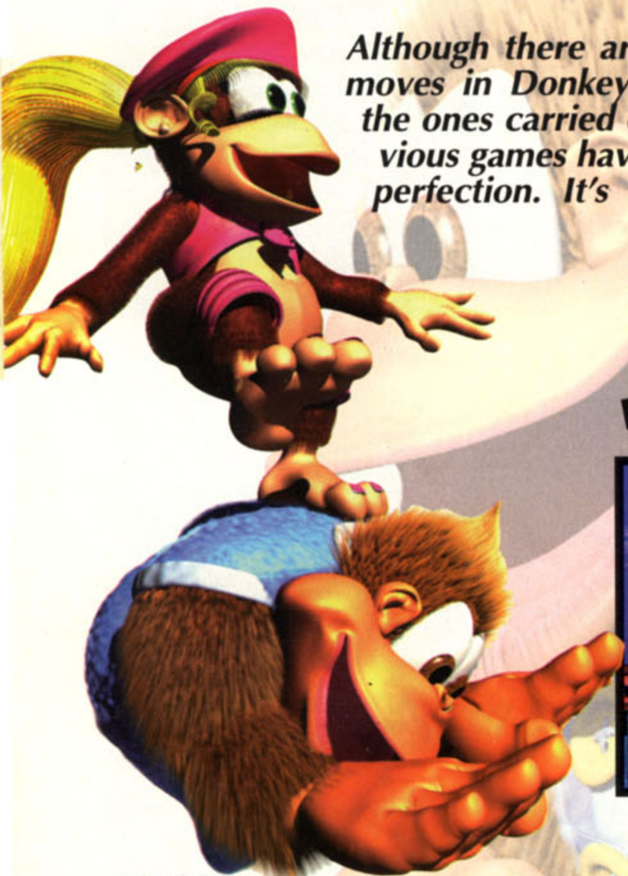
Kaos Castle and all its secrets lie in the shadowy heart of the Kaos Kore. An entire army of Kremlings guard the countryside surrounding the foreboding fortress. Baffle Bear is working on deciphering a secret code—see if you can help him out.

8 Krematoa



Those who believe that the fabled Lost Land of Krematoa really existed think that the mysterious volcano sank below the seas long ago. If you're really interested in finding out more about this legend, be sure you badger Blunder Bear.

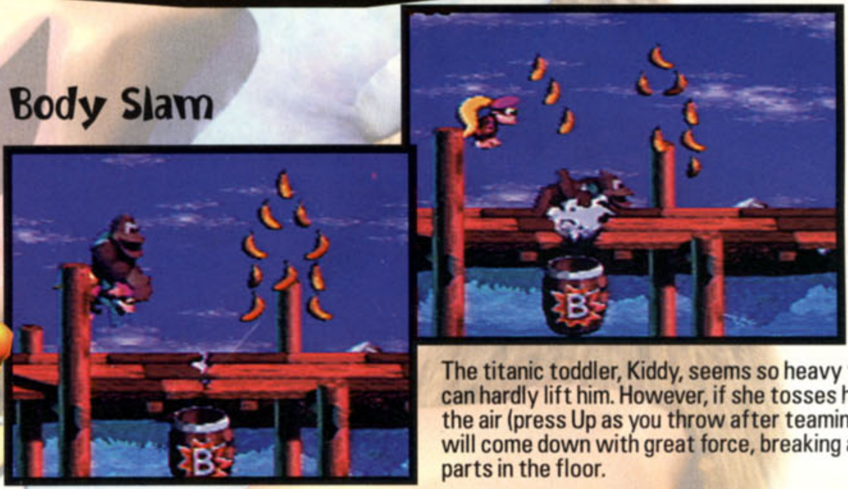
MONKEY BUSINESS



Although there are only a few new moves in Donkey Kong Country 3, the ones carried over from the previous games have been polished to perfection. It's also refreshing to note that Kiddy and Dixie have some real differences in their abilities. Dixie is arguably the better all-around character, but in the hands of an expert player, Kiddy's specialized abilities really shine.

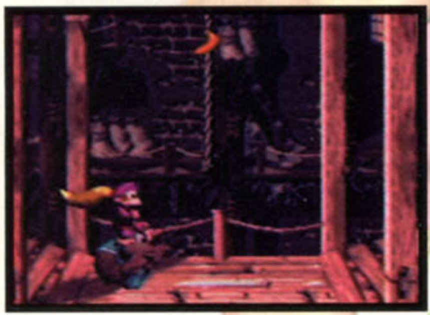
TEAM MOVES

Body Slam



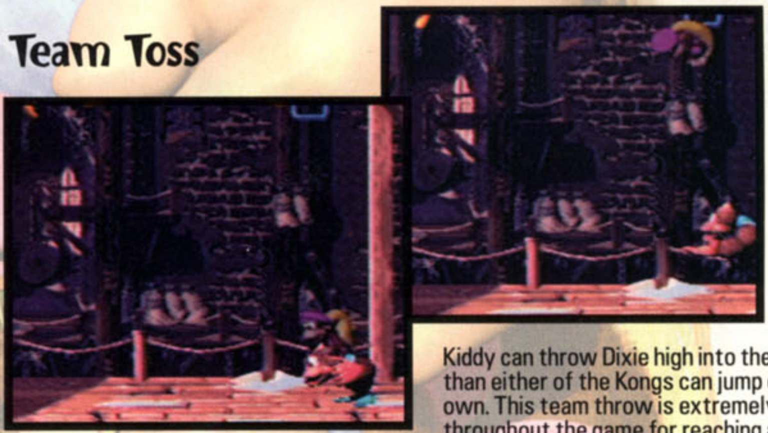
The titanic toddler, Kiddy, seems so heavy that Dixie can hardly lift him. However, if she tosses him up into the air (press Up as you throw after teaming up), he will come down with great force, breaking any weak parts in the floor.

Wild Ride



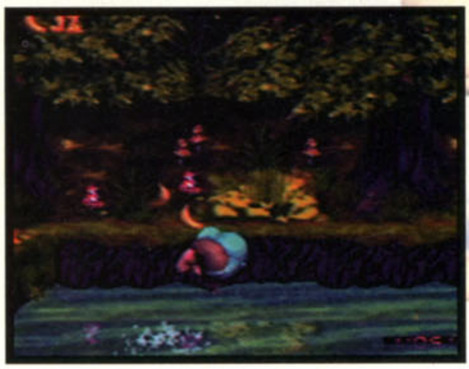
Dixie can ride Kiddy just like a barrel if you bounce him off the wall by pressing Up on the Control Pad as you throw him. Unfortunately, this fun move is useful in only a few areas of the game.

Team Toss



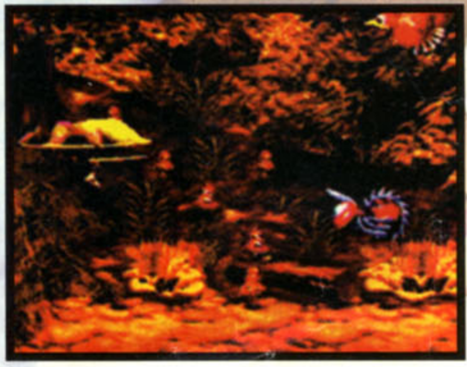
Kiddy can throw Dixie high into the air, higher than either of the Kongs can jump on their own. This team throw is extremely useful throughout the game for reaching anything that is out of jumping range.

SPECIALTY MOVES



Water Skip

Make Kiddy roll off the edge of a platform, then press the jump button just before he hits the water to make him do the Water Skip. If you can do this jump twice in a row, the second hop will be higher than the first. This specialized move is useful in a couple levels.



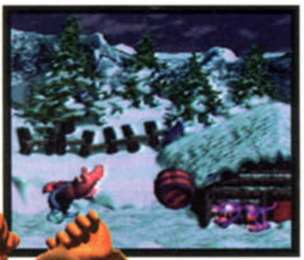
Helicopter Spin

Press and hold the Y Button to make Dixie Helicopter Spin down from a jump or from a high platform. It's easy to come to a pinpoint landing using this slow descent method. You will use this move often, so master it!

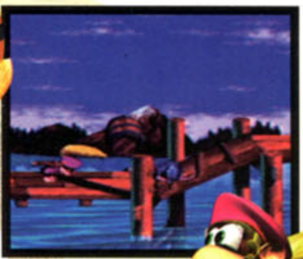
KIDDY

DIXIE

THROW



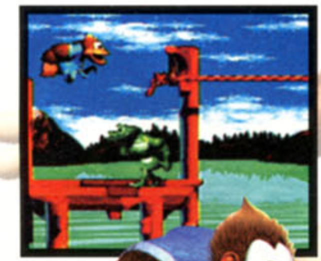
Kiddy practically bowls the objects he throws, which makes his projectiles sail straight and low.

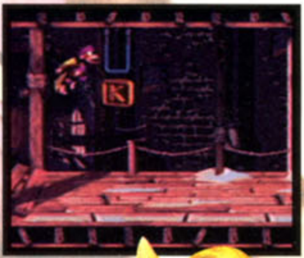


Since she throws with her pony tail, Dixie's throws have some loft to them. Take this into consideration when trying to aim.

JUMP

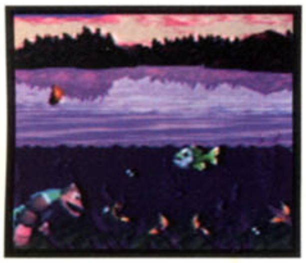
Kiddy may not be able to jump as far or as high as Dixie, but his jump attack is more powerful and can beat more enemies.



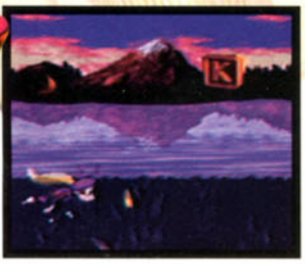


Dixie can jump a little farther and higher than Kiddy can. Of course, if she Helicopter Spins after a jump, she'll go really far!

SWIM



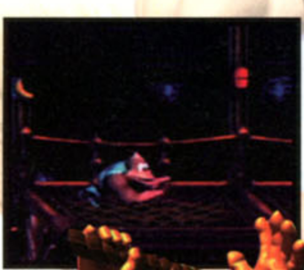
Kiddy's girth makes it a little more difficult for him to squeeze through tight spots underwater.

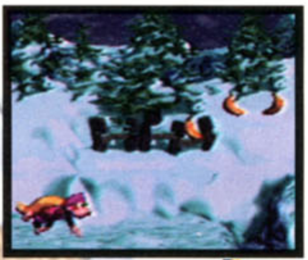


Dixie's trim physique makes it slightly easier to swim safely with the fishes.

RUN

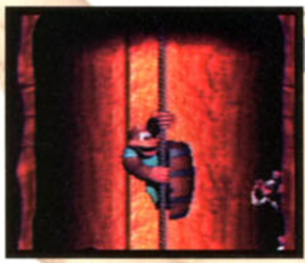
Kiddy might be a bit slower than Dixie, but at a full run their speeds are about equal.





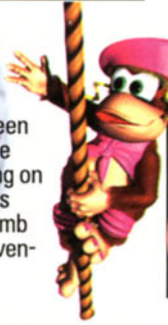
Dixie has a slight edge over Kiddy in the speed department, especially in accelerating from a stop.

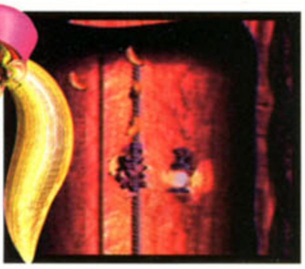
CLIMB



Kiddy's size is again a liability on the ropes because he's a bit slower than Dixie when climbing. He's a bigger target for enemy projectiles, too.

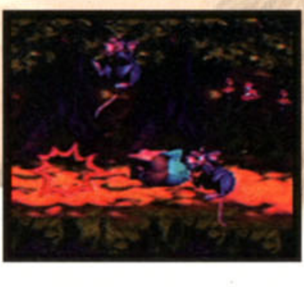
Dixie is the queen of climbing. She really zips along on the many ropes you need to climb during your adventures.

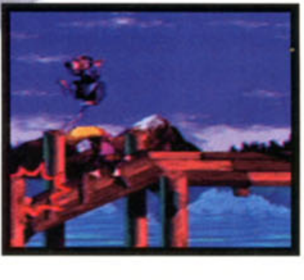




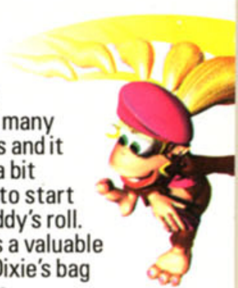
ATTACK

Kiddy's roll attack is much more powerful than Dixie's spin. It can take out more enemies, and it seems easier to use consistently.





Dixie's spin attack doesn't beat as many enemies and it seems a bit slower to start than Kiddy's roll. Still, it's a valuable skill in Dixie's bag of tricks.

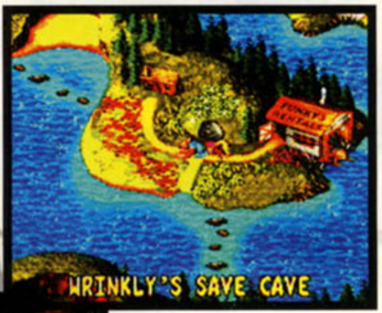


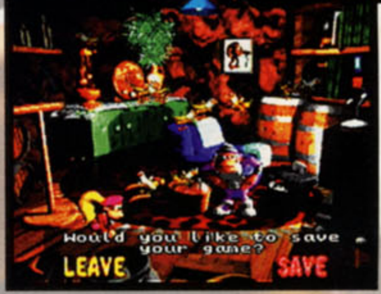
THE FAMILY IS BACK

Donkey and Diddy might be off exploring the island, but Dixie and Kiddy can always find a hairy helping hand or a word of encouragement from other members of the Kong Klan. While these reliable relatives won't join you in your adventure, each family member possesses an important skill that can make your jungle journey just a little bit easier.

Wrinkly Kong

Wrinkly dumped her schoolmarm duds to take up the fitness craze. When she's not working out to aerobics videos, she's sharpening her reflexes on the Nintendo 64. Stop in for a visit and she'll save your game progress. Wrinkly's abode is also where the freed Banana Birds migrate to roost. Check out the flock whenever you save your game.

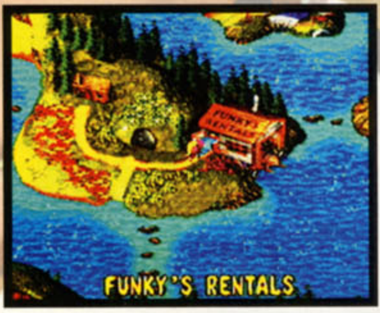


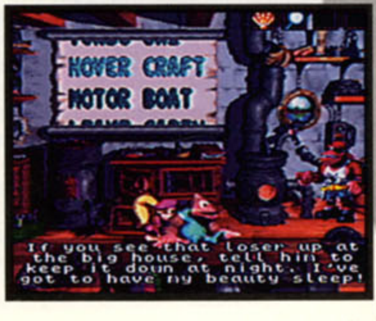


Would you like to save your game?

Funky Kong

Funky is in business with his own Rental Shop! He has a special rental rate for Kong family members: absolutely free! As you find items in the various worlds in the game, take them back to Funky and see if he can use his handyape skills to fix up the assortment of boats in the back room. You'll need his specialized watercraft to reach the most remote regions of the Northern Kremisphere.

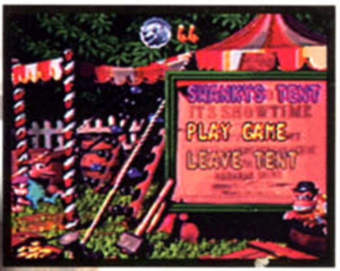




If you see that loser up at the big house, tell him to keep it down at night. I've got to have my beauty sleep!

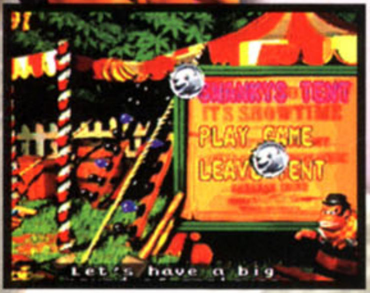
Swanky Kong

Swanky Kong is taking his flashy games on the road. Cough up two Bear coins and take a chance on your choice of three different games. If you're playing in two-player mode, you can compete against your teammate. But watch out if you're playing in one-player mode: there's a grumpy old ape running around hustling players for Bear Coins.

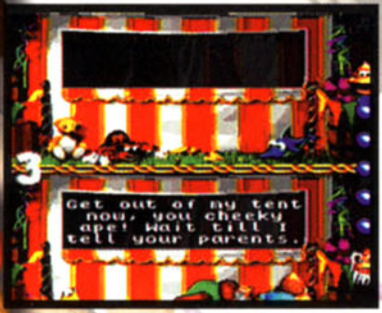


Cranky Kong

Cranky, the star of the original arcade Donkey Kong game, is spending all his time and money at Swanky's Tent. He'll do anything to show up cheeky apes who dare to monkey around in the tent.



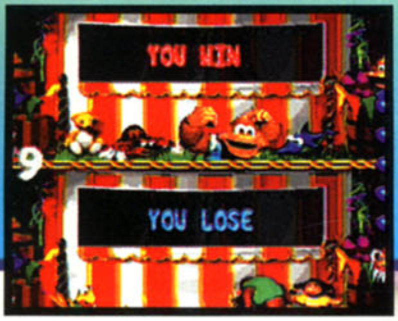
Let's have a big



Get out of my tent now, you cheeky ape! Wait till I tell your parents.

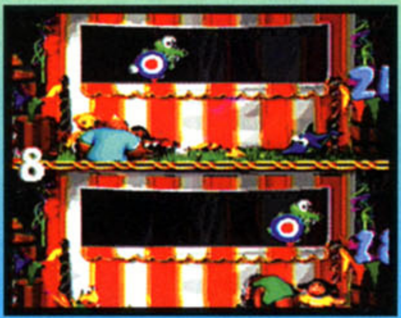
Head to Head

Knock down three more targets than your opponent and finish with a smile. As you start to take the lead, you'll see your ape's face begin to grin on the graph on the left side of the screen. This is the quickest bonus game to play.



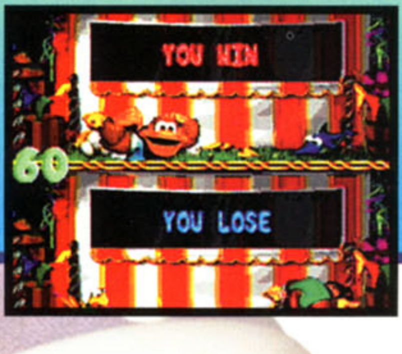
Race to 25

You have one minute to knock down 25 targets faster than your opponent does. If you want to hit all 25 targets, you can't miss more than twice. Of all of Swanky's bonus games, the Race to 25 takes the most time to complete.



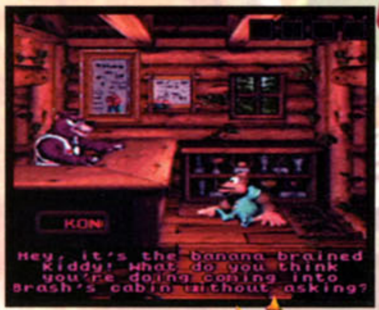
Endurance

How long can you throw without missing a target? If you're up against Cranky Kong, you'll have to last more than fifty seconds to defeat him. The best strategy here is to keep your character always near the center of the screen.

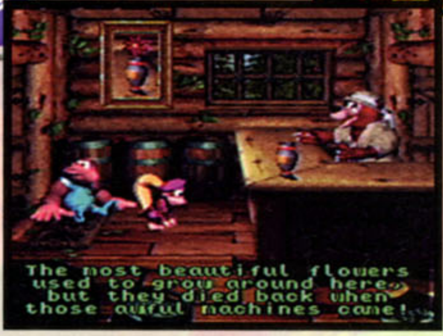


A BUNCH OF BEARS

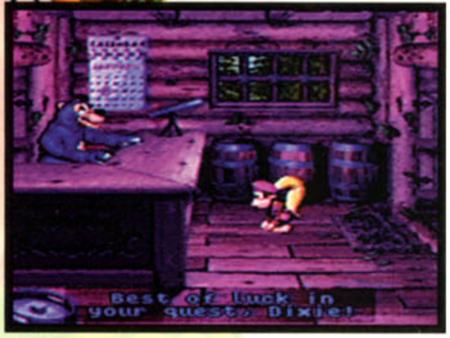
Dixie and Kiddy won't lack for help on this adventure. Besides having the Kong clan in their corner, they'll also meet up with a family of bear brothers–thirteen of them, to be exact–during their travels. Some will sell you items, some will give you advice, and still others will just give you a hard time!



Hey, it's the banana brained Kiddy! What do you think you're doing coming into Brash's cabin without asking?



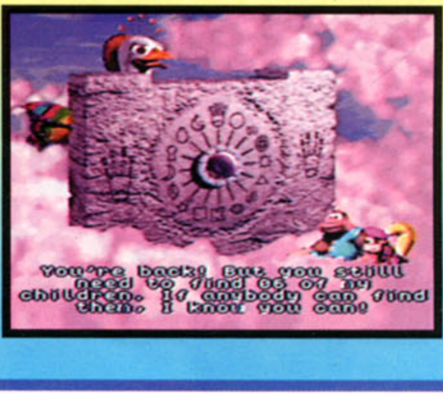
The most beautiful flowers used to grow around here, but they died back when those awful machines came!



Best of luck in your quest, Dixie!

Queen Banana Bird

Wrinkly Kong has never steered you wrong, so you'd best listen when she asks you to round up the mysterious and mystical Banana Birds. The Queen Banana Bird hasn't seen her brood in some time, and she's beside herself with worry. She'd be very grateful if you could find her wayward hatchlings.



You're back! But you still need to find 06 of my children. If anybody can find them, I know you can!

FRIENDS INDEED

Your animal buds are hiding out in crates and barrels, just waiting for a chance to lend a trunk or a wing. Break open their hiding places to change into them temporarily or to have them join you. Either way, you'll have all of their special powers at your disposal. With friends like these, you won't have to worry as much about your enemies!

Ellie the Elephant

Ellie, a newcomer to the DKC lineup, has an amazing, multi-purpose proboscis. You can use her trunk to pull objects to you from far away, even across gaps. You'll also be able to carry barrels and drink and shoot water with it.

Squawks the Parrot

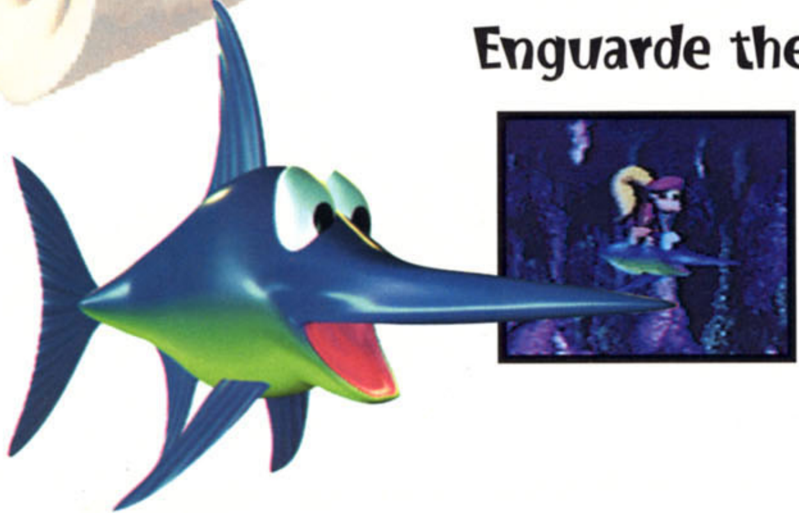
Two different colored Squawks use their aerial abilities to assist Kiddy and Dixie in their adventures. The garden variety green version bull's-eyes Kremlings with eggs at fifty paces. His purple cousin can heft and haul barrels in his talons and use them to dive-bomb enemy positions.

Parry the Parallel Bird

Parry is the second rookie on this year's squad, but his aerial antics make him an all-star in our book. Parry follows you overhead wherever you go, picking up otherwise unreachable items and defeating high-flying Booty Birds.

Squitter the Spider

With his quick-draw attack webs and keen eyes, Squitter would have felt right at home in the Old West. This web-slinger has an advantage over the cowboys of old, though, and that's his ability to spin platforms to rise above danger.



Enguarde the Swordfish

Enguarde the Swordfish bravely flits and floats through this, his third DKC adventure. His terrific swimming ability and needle-like bill will make short work of any watery hazards and Kremling hooligans that dare get in his way.

BAD AS THEY WANNA BE

They've gone down in flames many times before, but this could be the big break for these arch-villains. Led by their nefarious new master, KAOS, the Kremlings are picking themselves up and dusting off their dirty tricks for one more round of mayhem.

Kremling Kreeps

KUFF 'N' KLOUT

These crooked crocs would love nothing better than to double-team any Kongsters that swing into view. They are truly a force to be reckoned with!

SKIDDA

Found primarily in arctic environs, Skidda loves to slip and slide his way around—right into your face! A simple bop on the head will be enough to put him on ice.

KLASP, KNOCKA, KUCHUKA

Klasp, Knocka and Kuchuka are from a clever breed of Kremling. They'll suddenly doff their TNT Barrel disguises and try to knock you around or lob bombs at you. Sometimes they'll even rig themselves to explode on contact.

KOBBLE

He's hardy, heartless and bent on mopping up the forest floor with you. Kobble is the unappreciated foot soldier in the Kremling forces, but you shouldn't underestimate him.

KOPTER

This is one airborne annoyance that can actually come in handy from time to time. You can use Kopter's helmeted head as a launch pad to reach even greater heights of achievement.

RE-KOIL

He has a spring in his step, but that song in his heart is not a happy one! Re-Koil never leaves his designated post, making him an easy target for a strategically placed stomp.

KRIMP

He keeps a low profile, but he'll be sure to make himself known to any unwary apes. Krimp's shark-like teeth make him impervious to rolling attacks, even Dixie's Helicopter Spin.

KRUMPLE

Krumple doesn't want to pump you up, he wants to take you out! This buff baddie can withstand everything short of an exploding TNT Barrel or a stomp on the head from Kiddy.

KOIN

Koin deflects frontal assaults with his trusty shield so you'll have to find a way to attack him from behind with a Steel Barrel. Your reward will be a DK Coin.

BAZUKA

Bazuka's barrel blaster is equipped with a laser sight—all the better to shoot you with! A long-range counterattack with a TNT Barrel is your best bet for shutting him down.

Terrorfirma Tuff Guys

BRISTLES

The aptly-named Bristles will turn aside any attacks from above or the rear, but a head-on smack on his tender snout will make him turn tail and run.

SNEEK

This dirty rat has been a threat to the Kongs from game one. Ellie will run away if she sees him, so you'll have to use barrels to clear the path in front of her.

NID

Nid may look menacing, but he'll actually give you a boost to a higher level or help you over an obstacle. Just make sure that you won't be leaping straight into danger!

LEMGUIN

We don't know if Lemguin is a cross between a lemming and a penguin, but whatever he is, he's trouble. His favorite winter sport is ice bowling—with Dixie and Kiddy as the pins!

KNIK-KNAK

Knik-Knak is another baddie that will stick to his post. You can bounce off him to get to higher ground, but if you miss, he may not reappear unless you lose a life and return.

MINKEY

If Minkey is any relation to the Kong clan, he's surely the bad one of the bunch. Minkey and his pals love to lob acorns at passersby. Watch for patterns or duck behind shields.

Flying Fiends

BUZZ

Sporting a razor-sharp saw blade in place of his stinger Buzz is no ordinary bee. The green Buzz can be defeated with barrels, but the red Buzz is virtually indestructible.

BOOTY BIRD

Booty Bird is a treasure hound, and you can sometimes uncover his hoard by defeating him. Some of the useful items and bonuses you may find include bananas, letters and barrels.

KARBINE

Owls are born predators, but Karbine has decided to go nature one better. He's loaded for bear and ready to take on all challengers with his rapid-fire best friend.

SWOOPY

Swoopy doesn't look particularly dangerous, but he'll prove to be one of your most pernicious and persistent foes. He'll attack as soon as you're in dive-bombing range.

Aquatic Attackers

KOCO

Koco isn't aggressive at all, but he tends to park himself in inconvenient places. You won't be laughing once you run the gauntlets he and his finny friends have laid out.

BOUNTY BASS

Here's another not-so-baddie that will give you a boost from time to time. Like Booty Bird, Bounty Bass keeps various items and power-ups on hand, all ready for you to reel in.

BAZZA

Bazza is nearly unbeatable on his home surf—er, turf. He likes to block your way, so it takes time to get ahead when you're swimming in his waters.

GLEAMIN' BREAM

Dixie and Kiddy have taken up night diving as a hobby, and Gleamin' Bream will be there to help out. Just tap him to temporarily illuminate your underwater adventures.

NIBBLA

Nibbla has a voracious appetite, and he'll gobble up other underwater baddies for you. Be careful of his temper, though; if he goes hungry or eats a Lurchin, he'll turn nasty!

LURCHIN

Lurchin's hard, spiny shell is something that even Enguarde's blade can't pierce. Wait until Lurchin exposes his soft insides before you try to take a swipe at him.

ROLL OUT THE BARRELS

You'll have a barrel of fun with all the wild and wacky barrels in DKC 3. There are barrels that contain items, transport you, transform you and explode. You'll have to pick up and throw some of the barrels to break them; others will break or activate when you jump into them.

Goodie Barrels

Barrels with pictures of your animal friends on them will transform you into the pictured animal when you jump into them. When you break open goodie crates, you'll ride your animal friend.

DK Barrels

If you're all alone, break these barrels to make your buddy pop out and join you! You can then use the Select Button to switch between Kiddy and Dixie.

Warp Barrels

Warp Barrels are conveniently placed in most of the levels in the first two worlds. They will allow you to quickly bypass these simpler levels to reach the challenges ahead.

Bonus Barrels

Jump into Bonus Barrels to be transported to Bonus Areas. There are four types of Bonus Areas: Bash the Baddies, Collect the Bananas, Collect the Stars and Find the Coin. Most levels have two Bonus Barrels, except 8-1, 8-3 and 8-4 (which have 3) and 8-5 (which has none).

Star Barrels

Star Barrels mark the halfway points of levels. If you break these barrels, you will be able to restart the level where they were instead of at the normal starting point if you lose a life.

Invincibility Barrels

Break open Invincibility Barrels and you'll be impervious to damage for a short time. These barrels are few and far between, so you can bet that if you find one, it is there for a reason...

Barrel Shields

Look for Barrel Shields in the Barrel Shield Bust-up level. These will protect you from coconut-throwing Minkeys as you climb ropes.

TNT Barrels

TNT Barrels explode when you toss them against the wall. The explosion can either open a hidden part of the level or allow you to escape from a tight spot. Watch out for enemies that shoot these at you.

Barrels & Crates

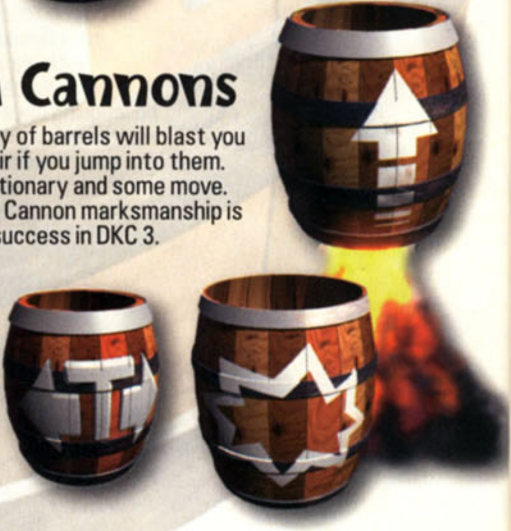
Any of these objects make great ammunition to hurl at enemies. Wooden Barrels will break on contact, but Steel Barrels will roll through enemies and bounce off walls.

Switch Barrels

Jump through these barrels to change the type of barrel that the nearest enemy is shooting at you. Sometimes you want them to shoot normal barrels, other times TNT Barrels or Steel Barrels will suit your needs better.

Barrel Cannons

A wide variety of barrels will blast you through the air if you jump into them. Some are stationary and some move. Expert Barrel Cannon marksmanship is essential to success in DKC 3.



BAZAAR OF THE BIZARRE

As you clamber over the cliffs and crawl through the crannies of DKC 3, you'll encounter many kinds of beneficial items, all with special purposes. Don't miss a chance to collect the loot! The items shown below are called out on the maps that follow.

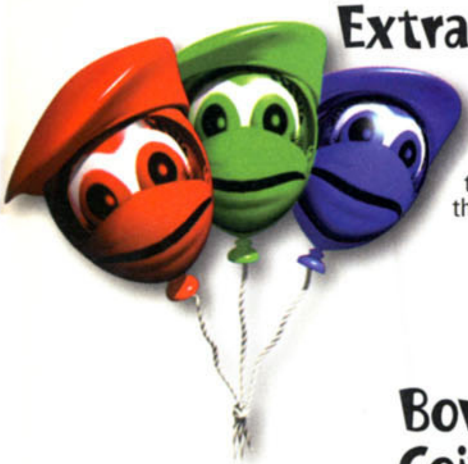
Banana Bunches

Banana Bunches give you ten bananas each. Collect 100 bananas and you'll earn an extra life. Some Banana Bunches are invisible, so look everywhere to find them all! Trails of bananas will also guide you in the right direction through a level.

Bear Coins

Silver Bear Coins are accepted as legal tender by Bazaar Bear and by Swanky Kong in his Bonus Bonanza. You can turn up the odd Bear Coin in most secluded corners of the levels or win them if you do well in Swanky's games.

Extra Life Balloons



Extra Life Balloons come in three great flavors. Red Balloons give you one extra life, Green Balloons give you two and the elusive Blue Balloons give you three extra lives!

DK Coins

Every level has one Koin, a Kremling guardian of the DK Coin. You must penetrate Koin's defensive shield to get the DK Coin. Get them all to prove you are a true video game hero.

Bonus Coins

You'll earn Bonus Coins for finishing the different Bonus Areas. You will need a big batch of Bonus Coins to bribe Boomer Bear to blow up boulders in the Lost World.

K-O-N-G Letters

Spell out KONG and you'll be rewarded with an extra life. You can gauge your progress through a level by how many of the KONG letters you've uncovered. When you get the letter G, you know you're near the end!

Banana Birds

The elusive Banana Birds have been imprisoned in crystalline caves throughout the overworld of Donkey Kong Country. There are 15 Banana Birds in all, and you will need to release them all.

FUNKY'S RENTALS

Funky Kong provides the vehicles that will allow you to explore The Northern Kremisphere. As Kong family members, Dixie and Kiddy get to rent Funky's wild watercraft free of charge. You will need to find parts so Funky can get his rental fleet up and running, though.

Motorboat

Funky's basic model Motorboat is the watercraft you'll use to start your expedition. It will get you to the nearest island, where you will find Lake Orangatanga and the Kremwood Forest.

Turbo-Ski

Funky will build the Turbo Ski once you have obtained the skis from Squirt and Kaos, the bosses of Cotton-Top Cove and Mekanos. Press the Y Button for a turbo boost that will enable the Turbo Ski to jump up waterfalls.

Hovercraft

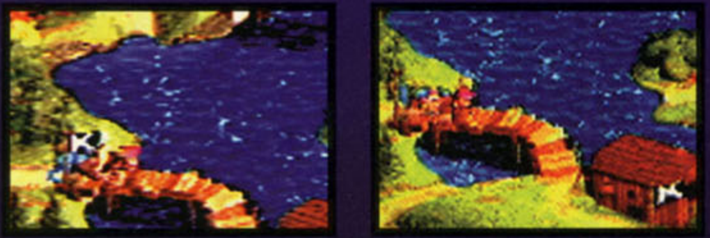
Once you get the patch from Arich, the lord of Kremwood Forest, Funky will be able to return the Hovercraft to seaworthy shape. The Hovercraft will allow you to access other islands since it can skim over the stone barriers.

Gyrocopter

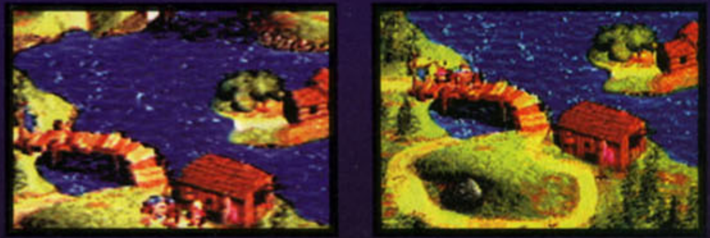
Funky will complete his "ultimate ride" only if you have collected all of the DK Coins. Fly high in the Gyrocopter to find the last of the elusive Banana Birds. Tracking down all the Banana Birds is your ticket to the ultimate goal of 103% completion!

HOW DOES YOUR FLAG WAVE?

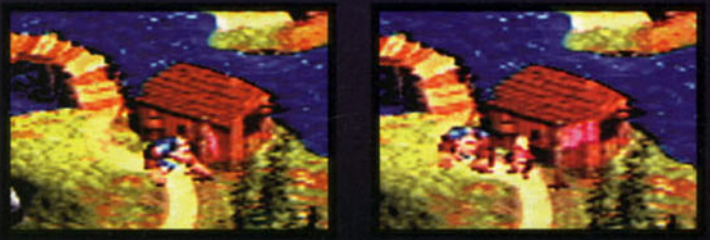
You can learn a lot from the way the flags flutter on the map screen. If you look closely, you can tell how many Bonus or DK Coins you've found in a world and which levels are still hiding secrets. To learn to read the flags, check out the examples below.



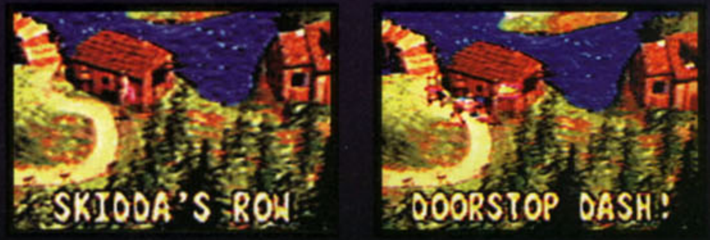
A black Kremling flag means a level hasn't been conquered. A pink flag means Dixie finished the level first, while a blue flag indicates that Kiddy completed the level the first time.



A yellow pennant flaps next to your pink or blue flag when you defeat Koin and win the DK Coin. But there's a difference between a furled and an unfurled flag, as you'll learn below.

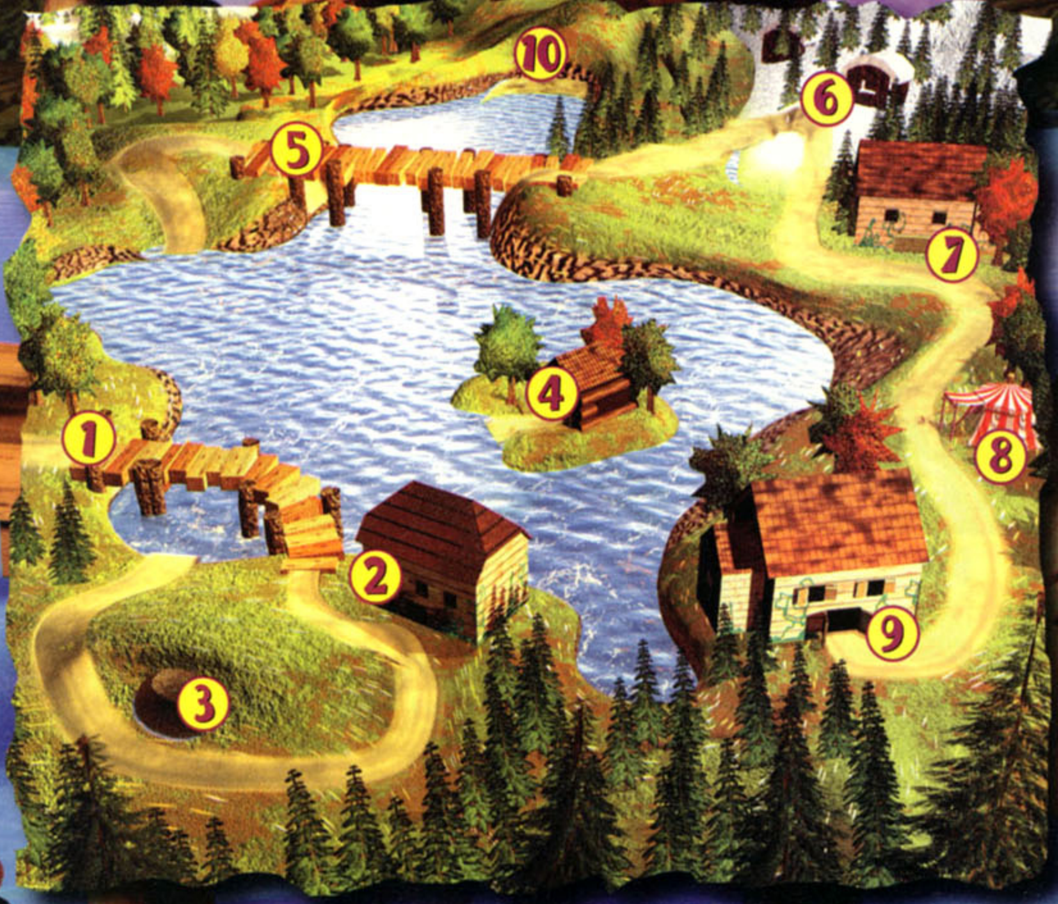


An unfurled flag flapping in the breeze means that you've found all the Bonus Coins in the level. The flag will barely stir if the level still has secrets and treasures to discover.



There's a secret in the stage names, too. Go to a level and check the stage name. If an exclamation point (!) appears behind the title, you've found all the Bonus Coins.

LAKE ORANGATANGA



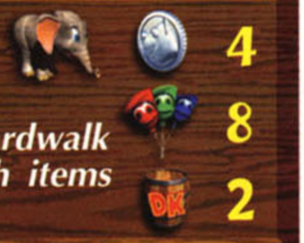
Barnacle Bear

Ahoy, ya landlubbers! Sit right back and you'll hear the tale of my famous sea shell collection. When I get the last one, I'll have the whole lot!

1. Lakeside Limbo
2. Doorstop Dash
3. Wrinkly's Save Cave
4. Barnacle's Island
5. Tidal Trouble
6. Skidda's Row
7. Murky Mill
8. Swanky's Sideshow
9. Belcha's Barn
10. Smuggler's Cove

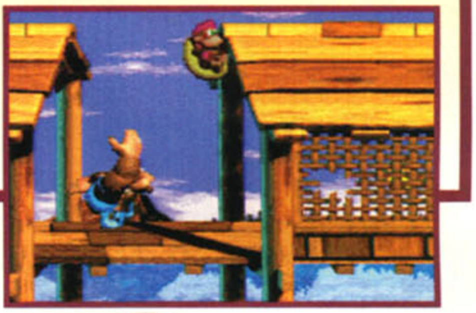
LAKESIDE LIMBO

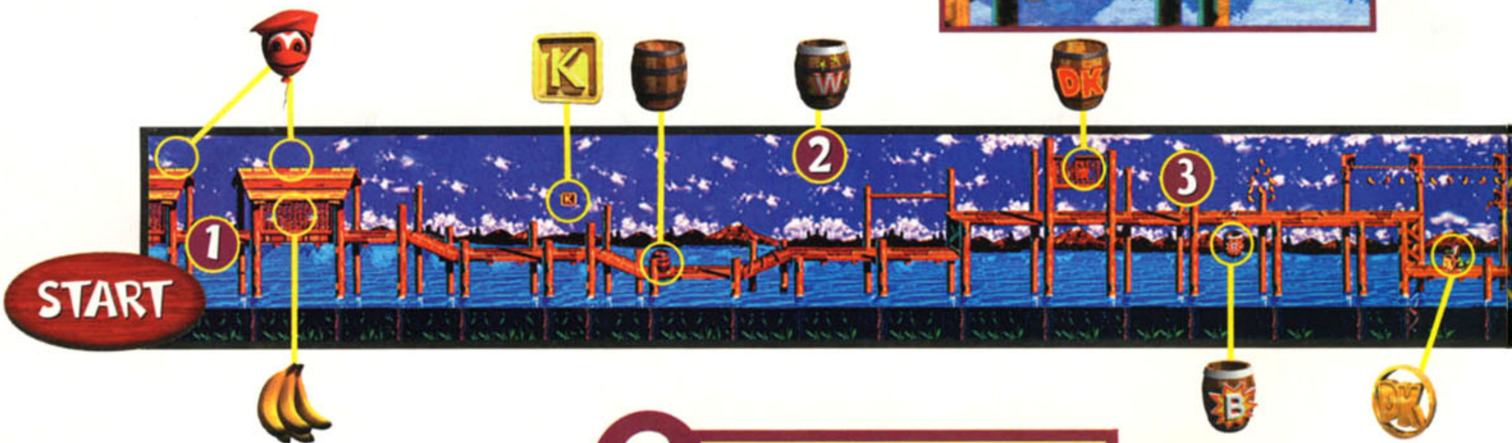
There's no lifeguard on duty, but there aren't very many hazards to worry about in this first stage. The sunny boardwalk along the lake is littered with items and just a few surprises.



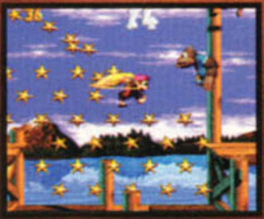
1 Teamwork Is the Key

The fun begins right away with two hidden Red Balloons near the start. Use the team throw to get up on the roof. Press A to pick up your partner and press Y to throw. Use the Control Pad to direct your buddy up and to the side. Being the burly boy that he is, Kiddy can throw higher than Dixie can.

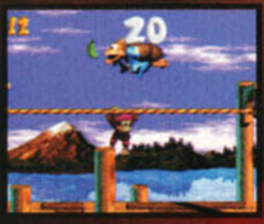




BONUS AREAS



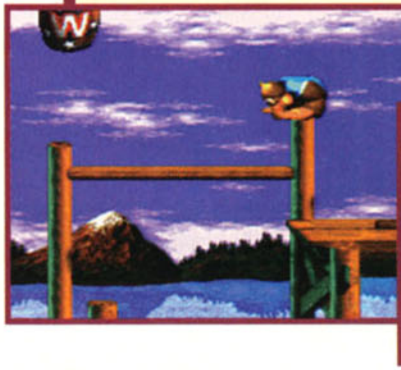
Use the rope and Dixie's Helicopter Spin to collect all 50 stars before the timer runs out. When all the stars have been collected, the Bonus Coin will appear.

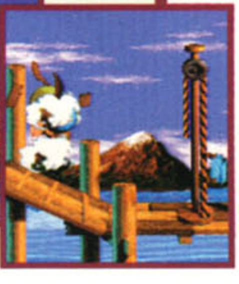


In the second Bonus Area, a green banana will appear at random every few seconds. Collect 15 bananas before the timer runs out to make the Bonus Coin appear.

2 Warp One, Mister Kong!

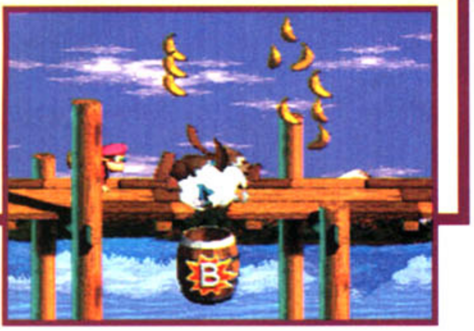
Many of the early stages have secret, invisible Warp Barrels that will teleport you to the end of the stages. Stand on the left edge of the upper platform and use Kiddy to throw Dixie (Dixie can't throw Kiddy far enough) up and to the left. Kiddy will automatically follow Dixie into the warp. Engage!





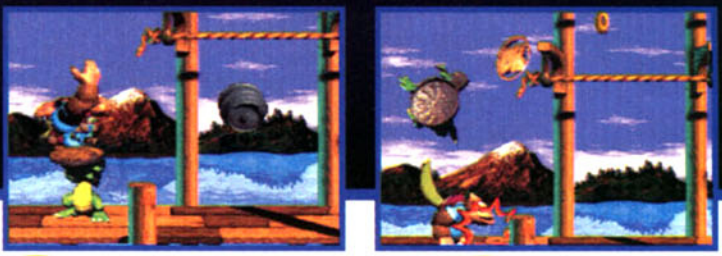
3 He Ain't Heavy, He's My Kiddy

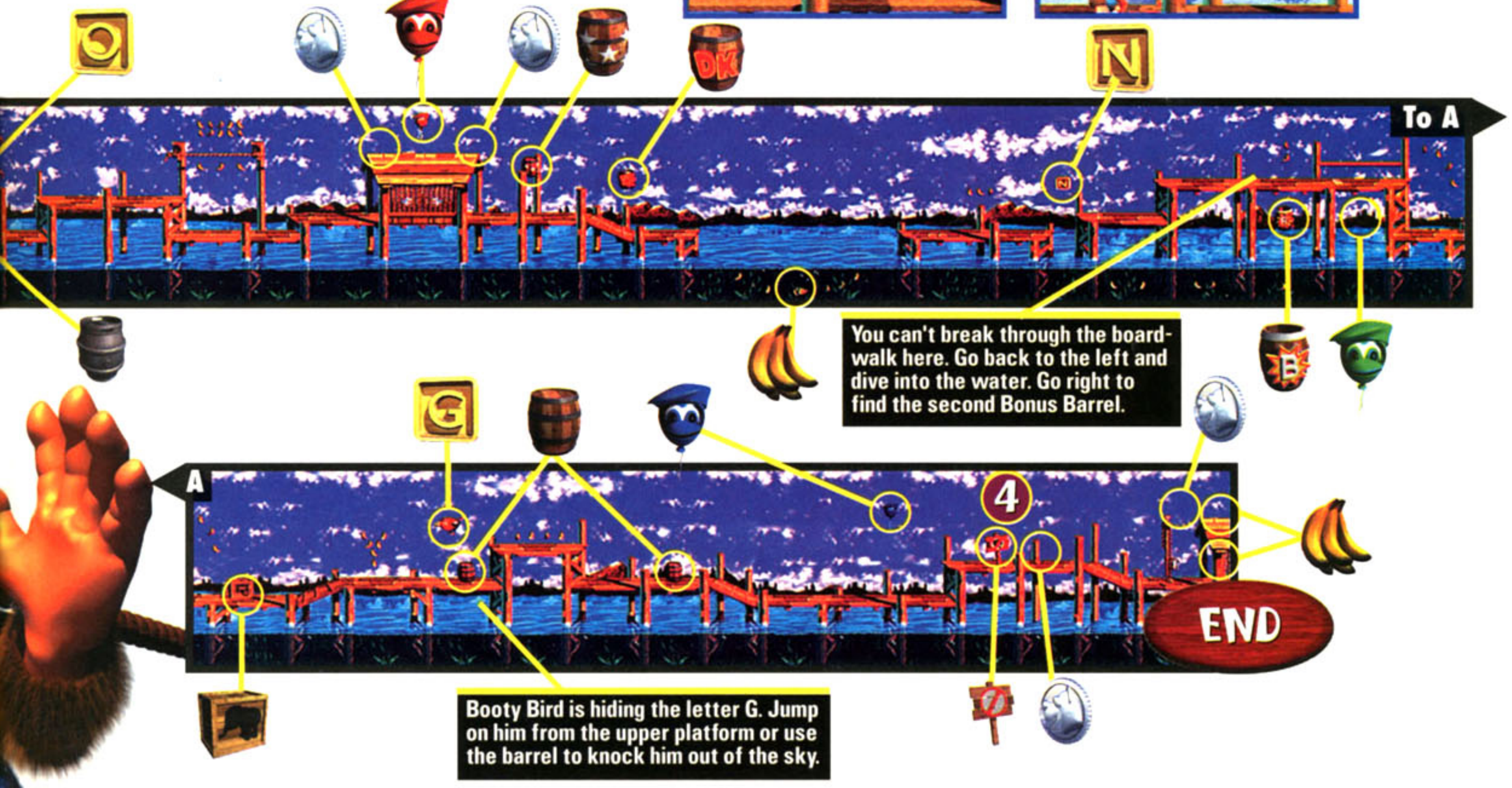
Stand to the side of the cracked planks and team throw Kiddy up and right or up and left. He'll land with an earth-shaking crash and break open the weak spot in the walkway. Hop into the Bonus Barrel to reach the first Bonus Area.



KRUSH KOIN!

Koin is the designated guardian of the DK Coins. With a milk pail for a helmet and a trash can lid for a shield, he'll track your movements and deflect all frontal and aerial attacks. The trick is to catch him from behind. Grab the Steel Barrel and throw it up and over his head. He'll keep his attention on you and ignore the barrel. The barrel will bounce off the platform behind him and knock him into the drink. Your prize will be the first DK Coin of the game!



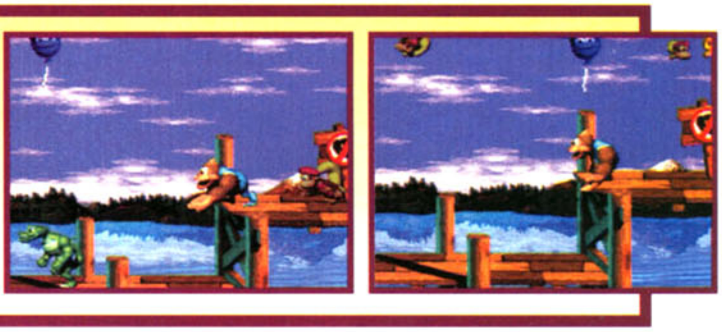


You can't break through the boardwalk here. Go back to the left and dive into the water. Go right to find the second Bonus Barrel.

Booty Bird is hiding the letter G. Jump on him from the upper platform or use the barrel to knock him out of the sky.

4 Go Ballistic

There's a Blue Balloon worth three extra lives just up and to the left of the No Ellie sign. Once again, Kiddy's greater throwing power is the key to collecting the prize. Press Up and then Left as you throw to reach the maximum distance. The balloon is on the very edge of Kiddy's throwing range, so it may take a couple of tries to get it.



DOORSTOP DASH

Seeing how easily you got past Lakeside Limbo, the Kremlings will up the ante in Doorstop Dash. Getting through this creaky, old shed will take more timing and coordination.

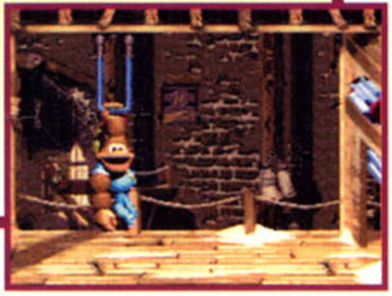
2

6

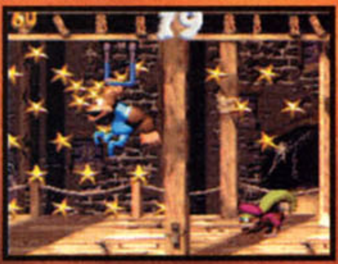
2

1 Swing Low, Sweet Kiddy

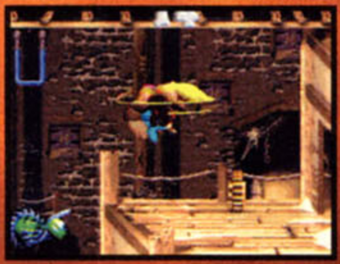
Jump up and grab on to the handle to open a metal door. Once you let go of the handle, the door will start to close slowly, and you'll have only a few seconds to make it to the other side. Press and hold Y while moving to run quickly. Make sure that you've thoroughly explored the area you're in and collected everything there before you move on. Once a door closes behind you, there's usually no way to get back to the other side!



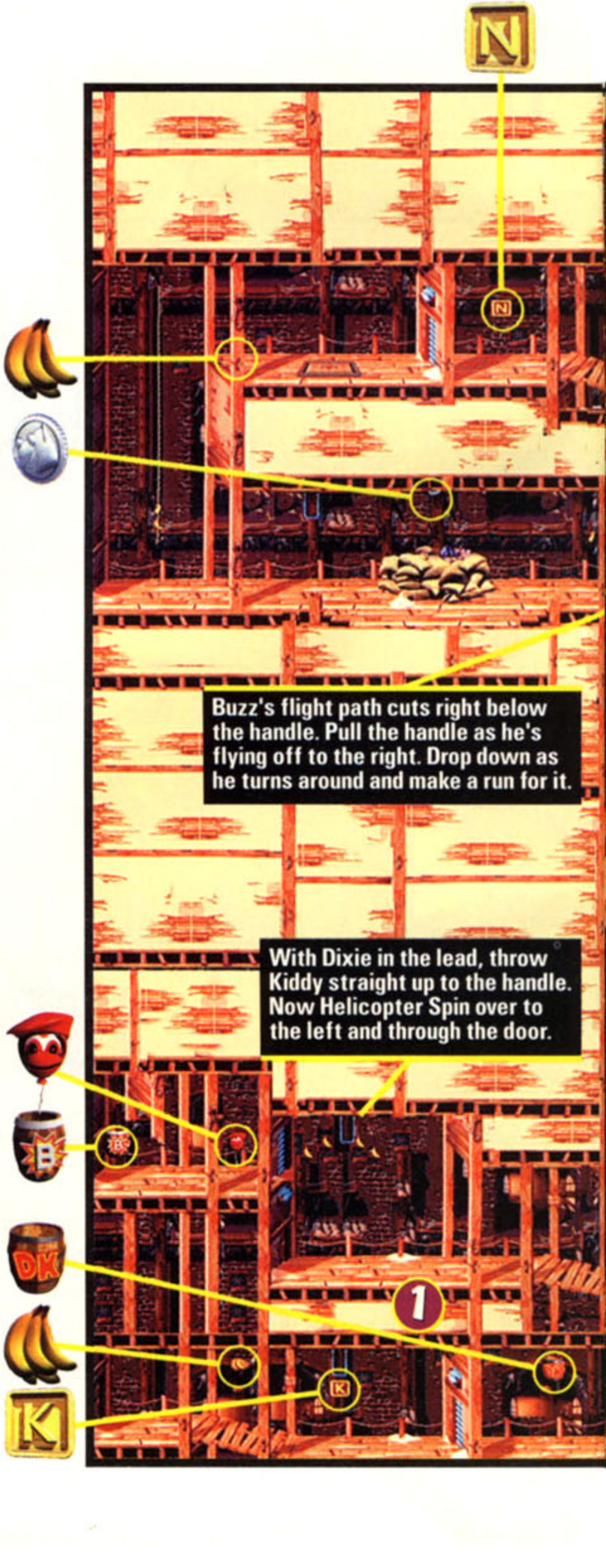
BONUS AREAS



In the first Bonus Area, pull on the handles to get from one side to the other and collect 60 stars. The Bonus Coin will appear on the right.



In the second Bonus Area, you just need to go to the right to find the Bonus Coin. Grab the first handle and watch Buzz's pattern before you jump.

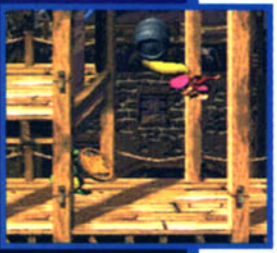


Buzz's flight path cuts right below the handle. Pull the handle as he's flying off to the right. Drop down as he turns around and make a run for it.

With Dixie in the lead, throw Kiddy straight up to the handle. Now Helicopter Spin over to the left and through the door.

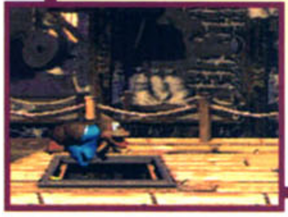
PINBALL WHIZ

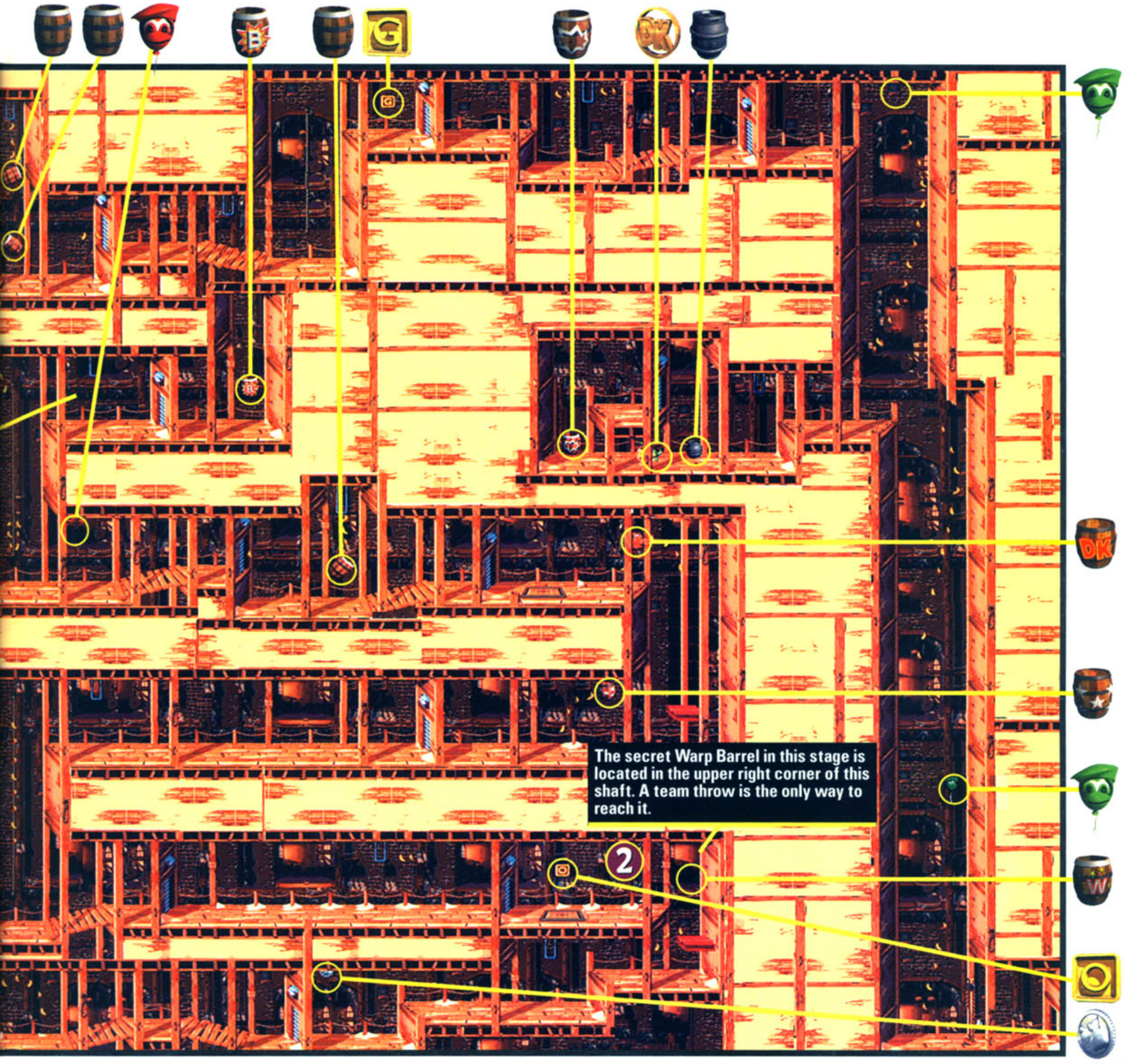
This one is like an old pinball bank shot. Pull the handle to open the door above Koin's head, then grab the Steel Barrel and make a jumping throw to heave it through. Dixie is the better choice for this job.



2 Down the Hatch

These trap doors are strategically placed in front of metal doors. They'll hold your weight if you run across them, but they'll drop open if you jump onto them. The fall won't hurt you, but it will delay you long enough for the door to close.

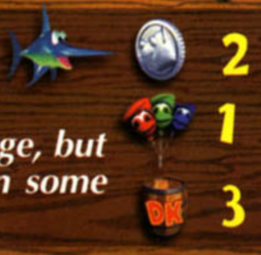


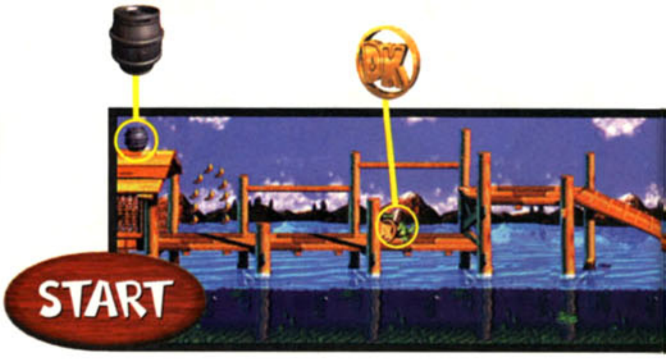


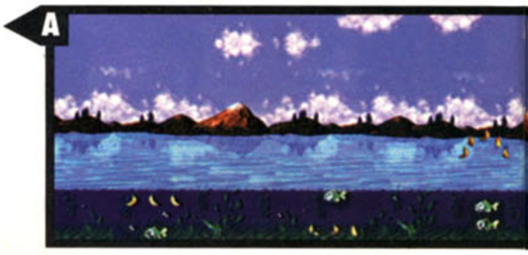
The secret Warp Barrel in this stage is located in the upper right corner of this shaft. A team throw is the only way to reach it.

TIDAL TROUBLE

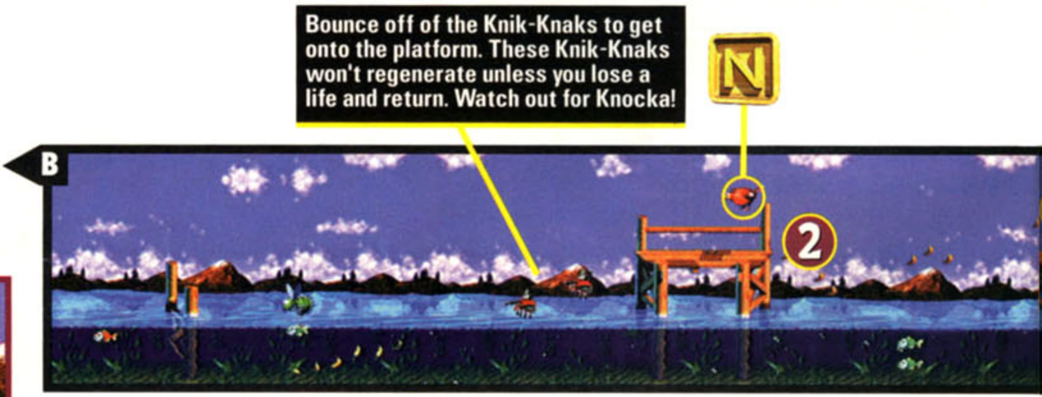
Get out your water wings and get set to plunge into more trouble. You'll have to work against the tide in this stage, but Kiddy's Water Skip will help in some tough spots.





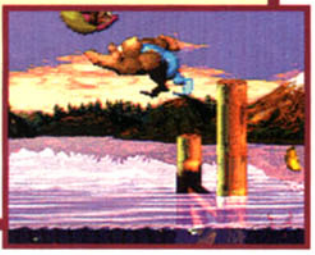


Bounce off of the Knik-Knaks to get onto the platform. These Knik-Knaks won't regenerate unless you lose a life and return. Watch out for Knocka!

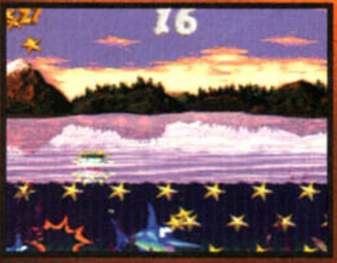


1 Skip to My Lou

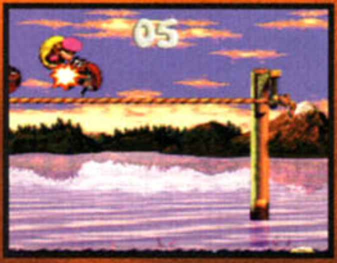
With Kiddy in the lead, stand on the cross beam connecting the poles. Throw Dixie up and to the left. If your aim is true, Kiddy will follow her automatically into the Warp Barrel. You can also stand on the edge of the platform to the right and perform Kiddy's Water Skip to reach the barrel.



BONUS AREAS



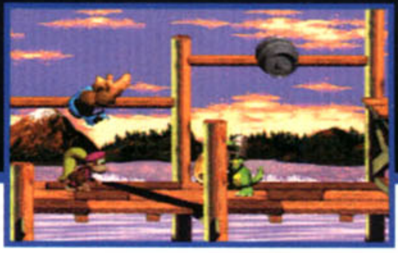
Collect 30 stars to reveal the Bonus Coin. To defeat Lurchin, you must have changed into Enguarde before coming here. Take a stab at him when his shell is fully open.



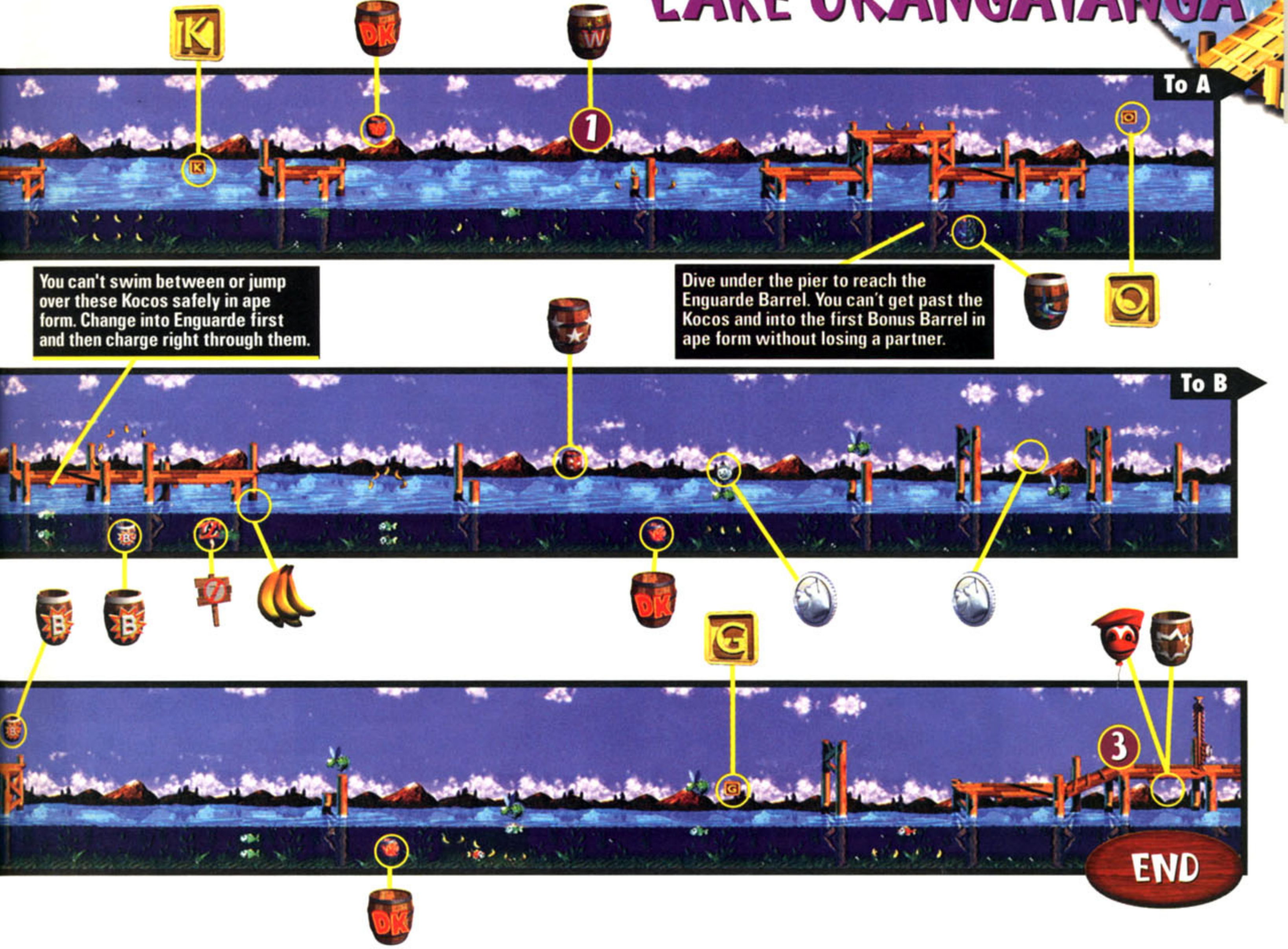
In the second Bonus Area, defeat all the Knik-Knaks by bouncing from one to the other. If you hit one from the side or below, you'll be booted back out to the main stage.

HEAVE HO

This DK Coin will be a piece of cake. Toss Dixie up onto the roof above the start point to retrieve a Steel Barrel. Make a bank shot off the platform to hit Koin from behind. Jump up as you throw to get the correct angle for the barrel to bounce back. If you throw too high, the barrel will roll away to the right.



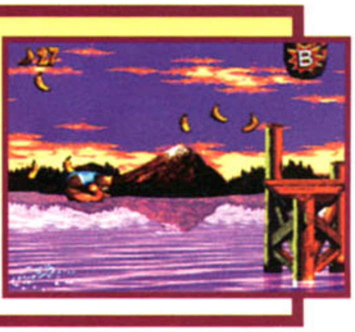
LAKE ORANGATANGA



You can't swim between or jump over these Kocos safely in ape form. Change into Enguarde first and then charge right through them.

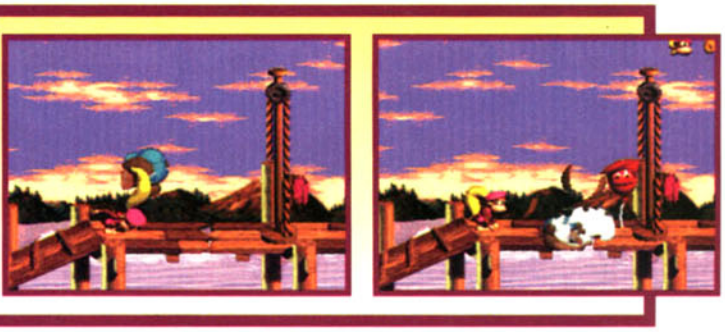
Dive under the pier to reach the Enguarde Barrel. You can't get past the Kocos and into the first Bonus Barrel in ape form without losing a partner.

2 Don't Get Your Feet Wet



After you collect the letter N, Water Skip or Helicopter Spin to the next platform and the second Bonus Barrel. The target platform is at the extreme range of both maneuvers. You can't jump up on either platform straight from the water, and the Knik-Knaks you use to get up on the first platform won't regenerate unless you're defeated. Be sure to hit the Star Barrel beforehand. If you miss the second platform, let yourself be defeated and start over from the halfway point.

3 1-up Under the Bridge



Always be on the lookout for clues to secret areas and hidden bonuses. Use the team throw to break open the cracked planks just before the flag. Hop into the gap to find a Red Balloon and a Booster Barrel that will launch you back up onto the boardwalk. Remember that Kiddy is the only one heavy enough to break through floors and walls.

SKIDDA'S ROW

Skidda's Row is the only icy stretch along the shores of Lake Orangatanga. The slick conditions and sudden snowstorms give players a taste of the advanced challenges waiting atop K3.

3

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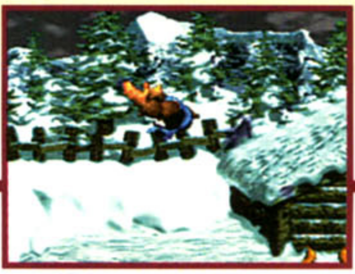
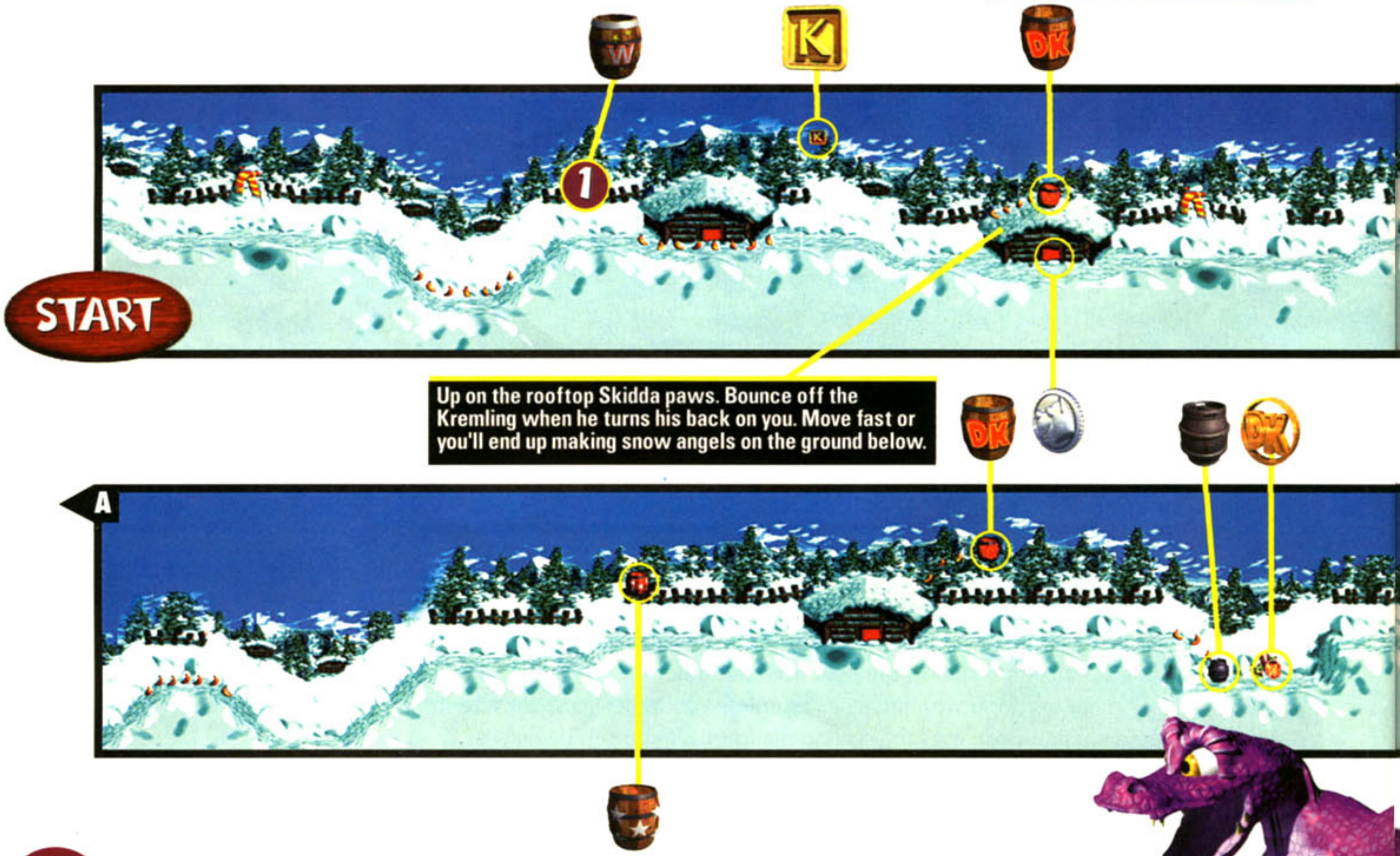
1 Aim for the Warp Barrel!

Take a shortcut to the end of Skidda's Row in a hidden Warp Barrel! It takes teamwork to reach the barrel. Have Kiddy stand on the left eave of the first cabin in the stage, face left and throw Dixie up into the air. If he's standing on the edge of the roof and throwing high enough, Dixie will land in the barrel.

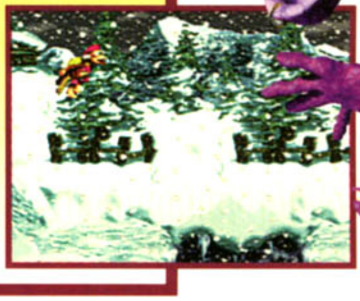




Up on the rooftop Skidda paws. Bounce off the Kremling when he turns his back on you. Move fast or you'll end up making snow angels on the ground below.

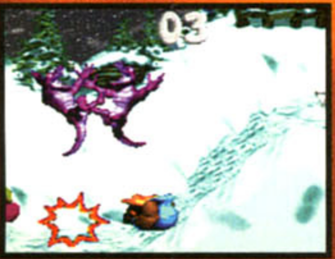
2 Crevasse Crossing!

If you're slow hitting the jump button, you'll end up sliding down into a bottomless crevasse. As Dixie or Kiddy starts to slide down the hill, keep a finger poised over the jump button. If you jump just before the ape slides into the hole, you'll clear the crevasse. But be careful–there's a second crevasse waiting for you farther to the right. If you keep an eye on your footing, you won't have a problem here.

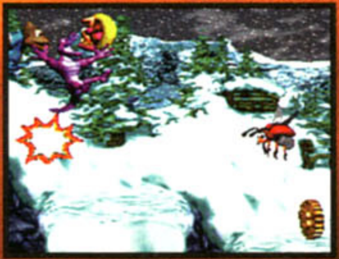


LAKE ORANGATANGA

BONUS AREAS



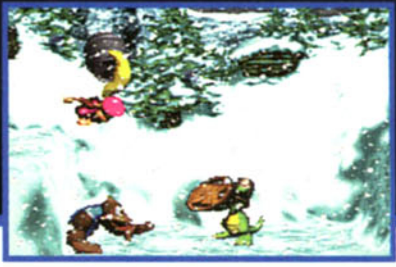
Bash four Skiddas in ten seconds! The trick to winning the Bonus Coin is to jump off the snowbanks before the Kremlings slide into you. You'll find the coin on top of the right ledge.

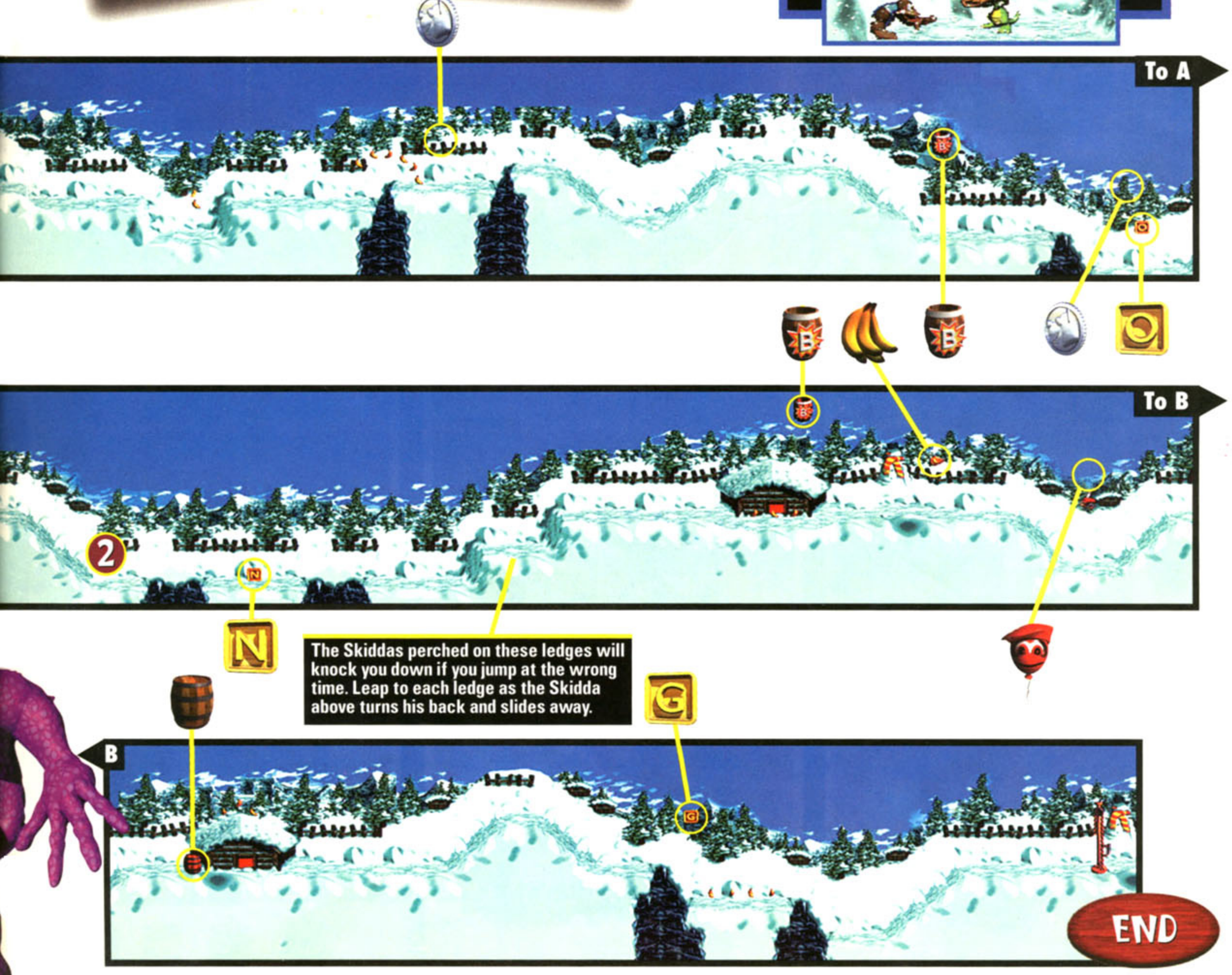


You have fifteen seconds to find the Bonus Coin on the right side of the stage. To reach it, you'll have to make your way up and over the stumbling Skiddas and hovering Knik-Knaks.

SNOW PROBLEM

Koin is waiting between two snow drifts to the right of the Star Barrel. Either Dixie or Kiddy can defeat Koin and collect the DK Coin. Pick up the Steel Barrel and toss it to the right so it rebounds off the drift and konks Koin in the back.





The Skiddas perched on these ledges will knock you down if you jump at the wrong time. Leap to each ledge as the Skidda above turns his back and slides away.

MURKY MILL

Dark and dreary Murky Mill is infested with roving packs of repulsive rodents. This is one of the last places you'd expect to find an elephant, but Ellie knows where to find the flag.

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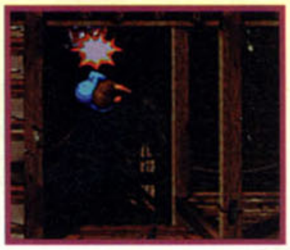
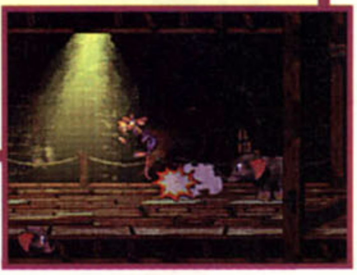
1 Roll Your Way Up!

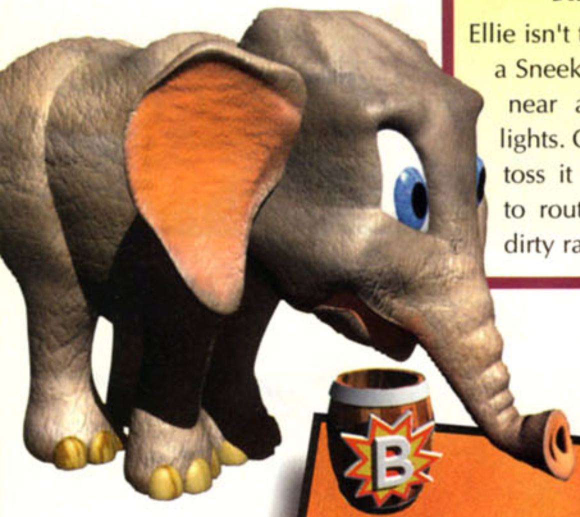
Murky Mill is one of the best places in the game to collect bananas and extra lives. Since Kiddy is larger than Dixie, let him roll back and forth across the elevator to gather the entire string of bananas inside the shaft. If you memorize the pattern, you'll collect 51 bananas each time you roll to the top. You can also catch the Warp Barrel if you jump up and left when the elevator stops.



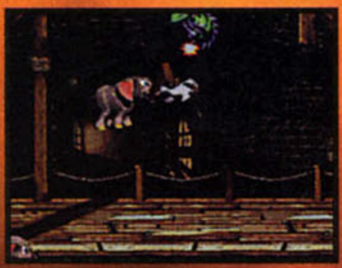
2 A Frightful Sight in the Light

Ellie isn't the least bit squeamish about stomping on a Sneek scampering in the dark, but she won't go near a rodent roaming beneath the swaying lights. Grab a barrel and toss it from a distance to rout the rest of the dirty rat pack.

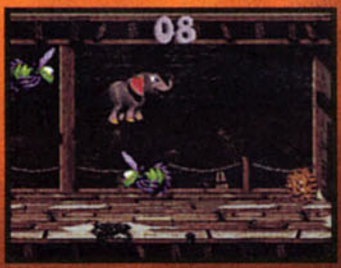




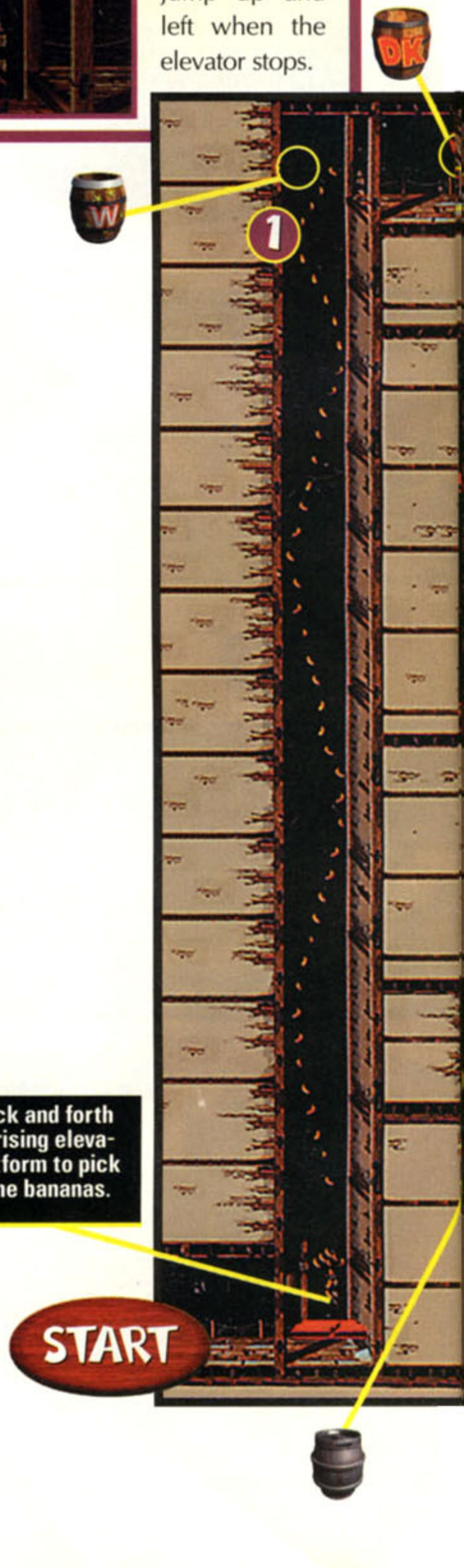
BONUS AREAS



In the first Bonus Area, you'll bounce barrels into a rotating swarm of Buzzes. If you knock all four droning bees out of the way before time expires, you'll earn a Bonus Coin.



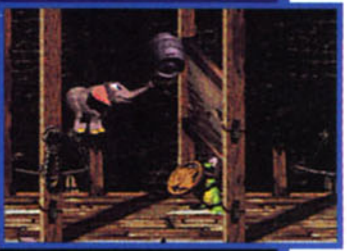
The second Bonus Area is trickier than the first. You need to time your jumps through two twirling circles of Buzzes and reach the other side before you run out of time.

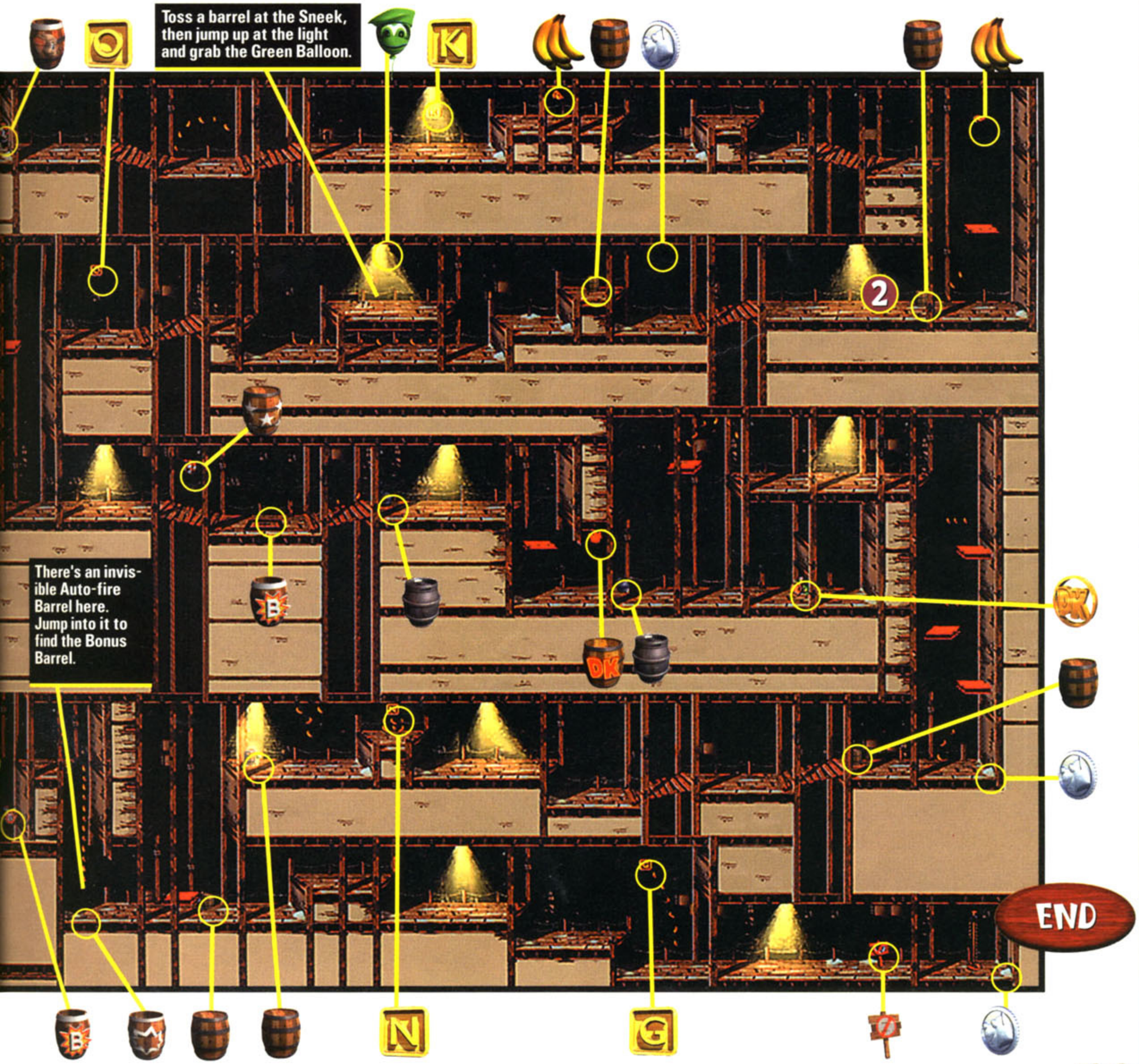


Roll back and forth on the rising elevator platform to pick up all the bananas.

DK COIN!

While you won't be able to jump up and sneak behind the Koin Kremling in Murky Mill, you can shoot a barrel up and behind him. Use Ellie's trunk to grab the Steel Barrel and leap up to shoot it over the wooden barrier above Koin's head. If you make the Ellie-oop shot, the steel barrel will bounce off the back wall and roll into the befuddled Koin.

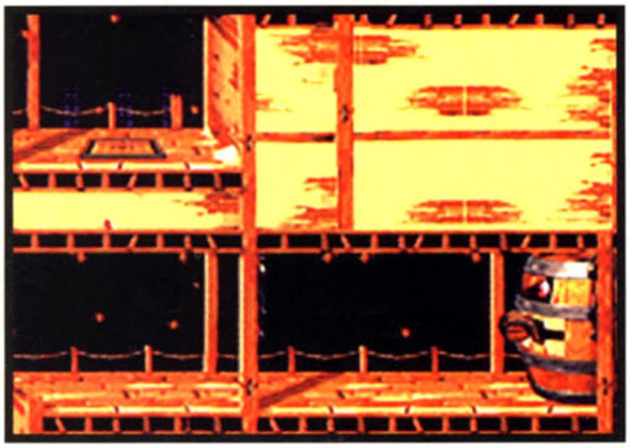




Toss a barrel at the Sneek, then jump up at the light and grab the Green Balloon.

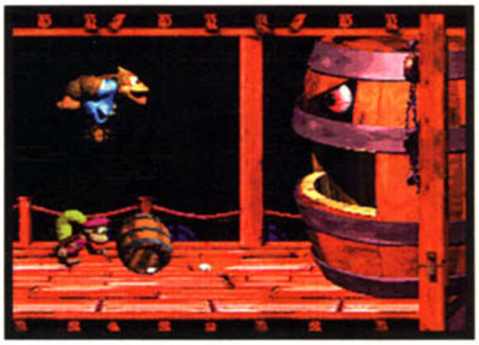
There's an invisible Auto-fire Barrel here. Jump into it to find the Bonus Barrel.

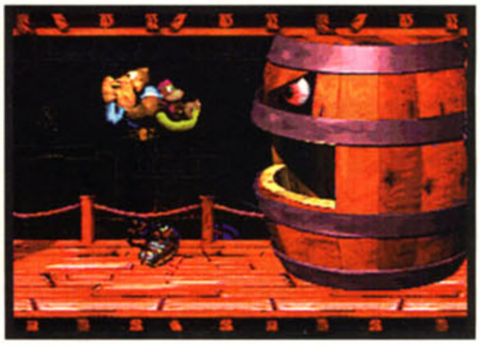
BELCHA'S BARN

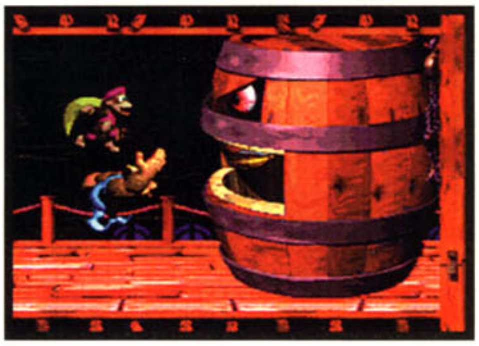


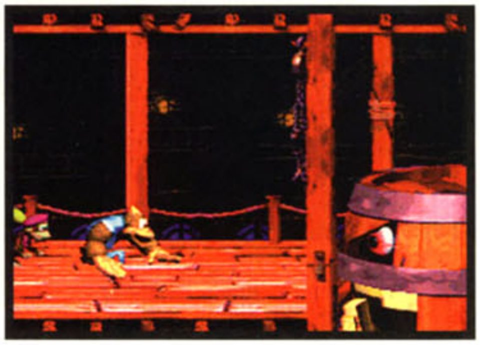
Barrel o' Bugs

Belcha is a humongous barrel that haunts the deserted barn at the far end of Lake Orangatanga. Unlike other major baddies throughout the rest of the worlds in the game, Belcha won't hurt you if you accidentally bump into him. In fact, Belcha wants you to bump into him because he intends to bounce you right back outside the barn door. Belcha's one weak spot is his stomach–he's suffering from a bad case of indigestion. Stomp on the barrels as they roll out of Belcha's mouth. Inside each rolling barrel is a brown beetle. Stomp on the insect to turn it upside down, then pick it up and toss it into Belcha's mouth. Don't bounce twice on each bug–that knocks it off the screen. Time your jumps so you can pick up the insect right after you bounce on it the first time. Tossing bugs into Belcha's mouth is tricky. If you jump and throw the insect, the beetle will probably bounce off Belcha's forehead and miss. Try throwing the insect while standing directly in front of Belcha's mouth. Because Kiddy has a stronger throwing arm than Dixie, you'll have to adjust the range of your throw depending on which ape you've selected. If you keep rapidly feeding Belcha brown bugs, he'll start reeling backwards and will eventually fall off the platform. Depending on how quick you are, you should be able to knock off Belcha with three or four insects. But if you're really fast, there's no excuse for not blasting Belcha backwards and out of the picture with two perfectly aimed shots.

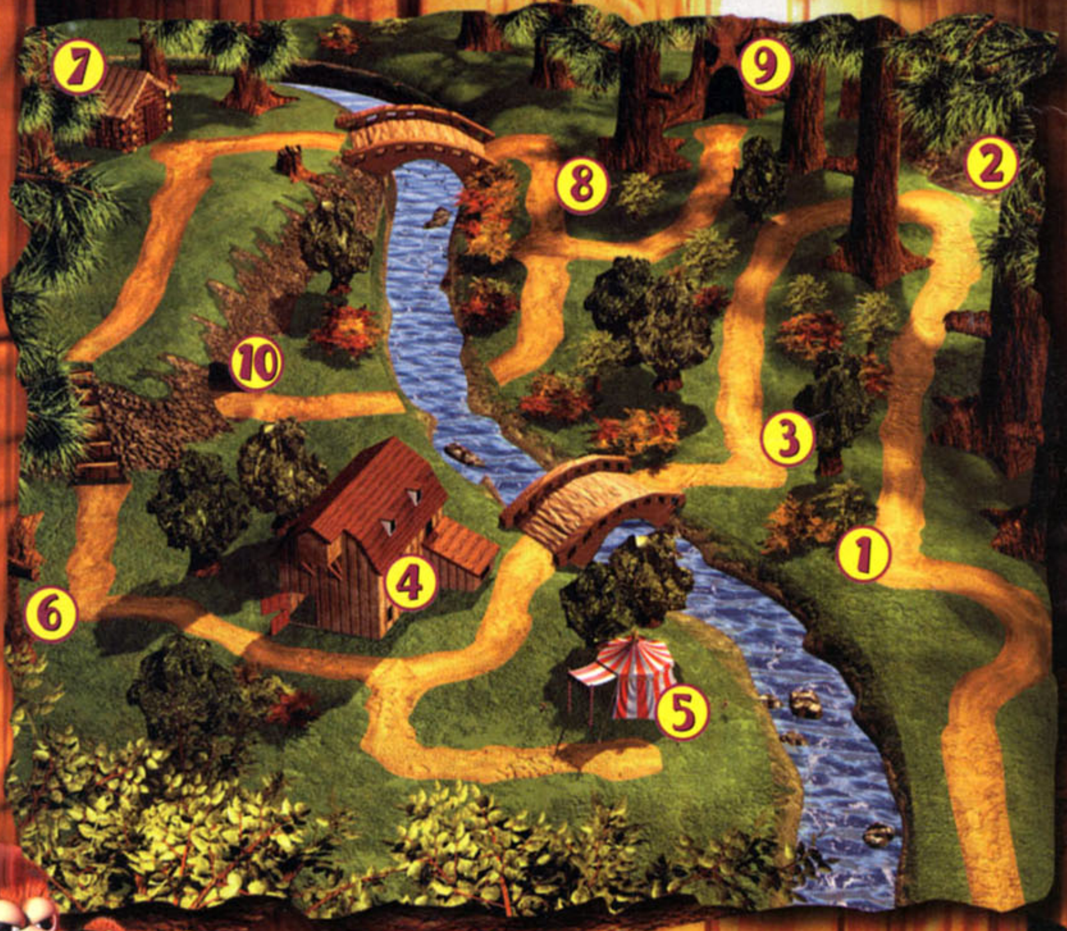


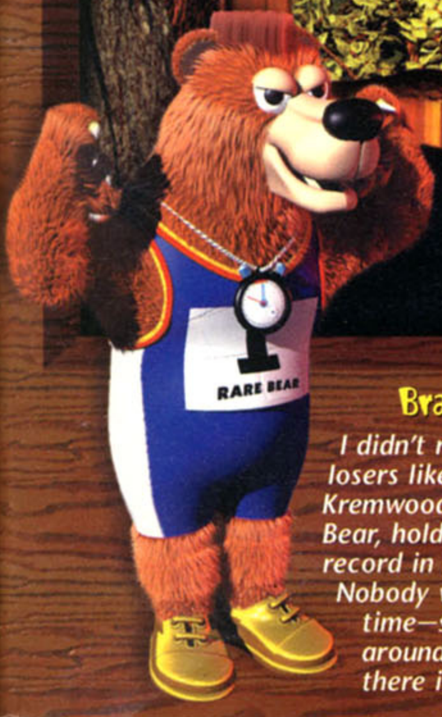






KREMWOOD FOREST





Brash Bear

I didn't realize they let losers like you into Kremwood Forest! I'm Brash Bear, holder of the course record in Riverside Race. Nobody will ever beat my time—so don't monkey around here. I'm the best there is and ever will be!

1. Barrel Shield Bust-up
2. Wrinkly's Save Cave
3. Riverside Race
4. Squeals on Wheels
5. Swanky's Sideshow
6. Springin' Spiders
7. Brash's Cabin
8. Bobbing Barrel Brawl
9. Arich's Ambush
10. Arich's Hoard

BARREL SHIELD BUST-UP

Dixie and Kiddy won't find safe refuge in the high treetops of Kremwood Forest. These tall trees are inhabited by a gang of unruly chimps who chuck acorns at anything that moves.

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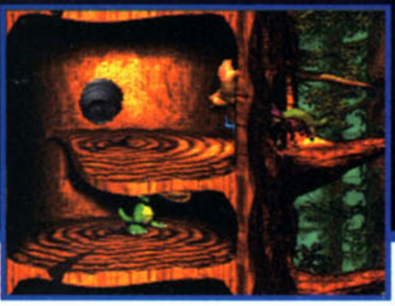
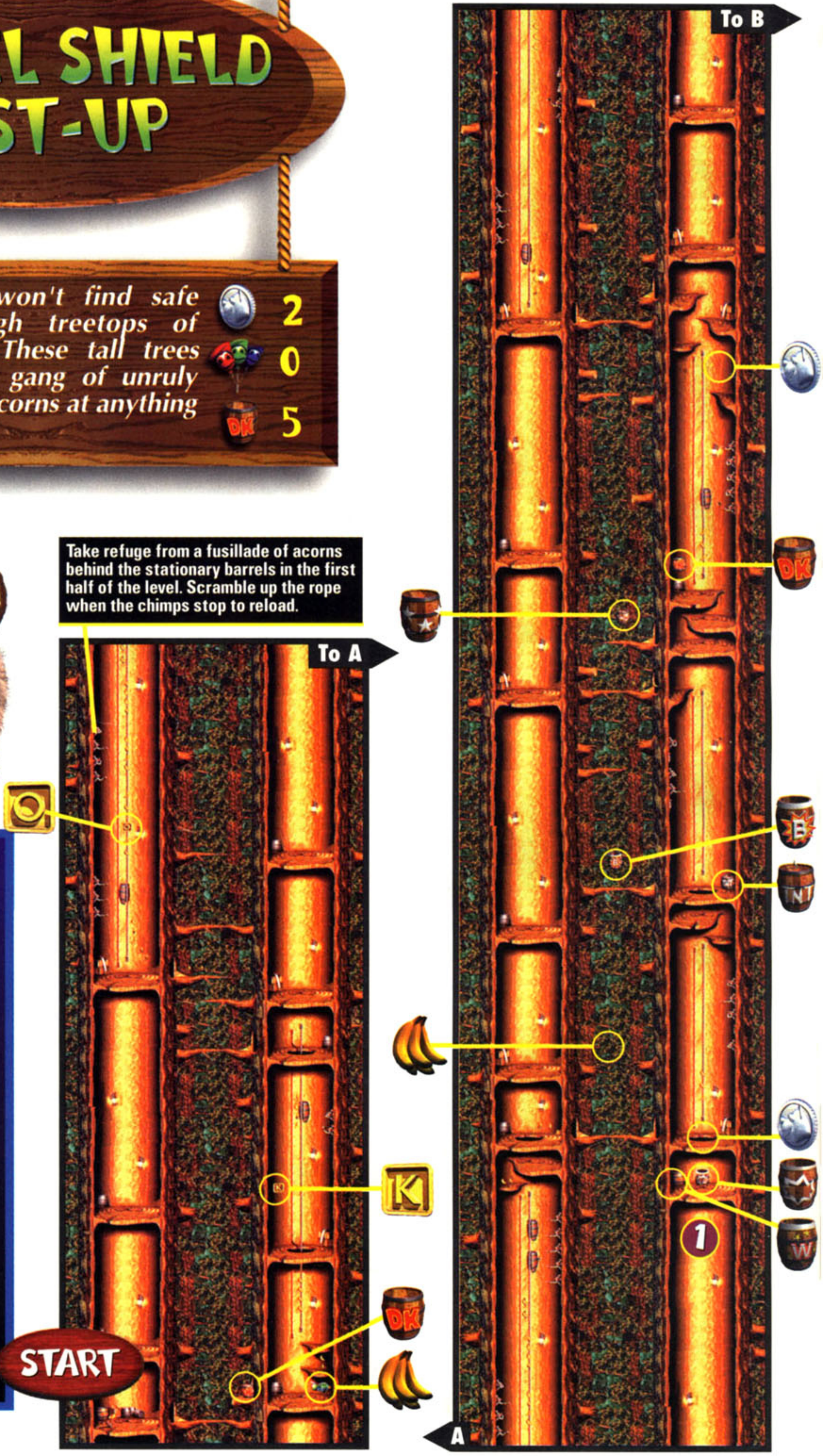
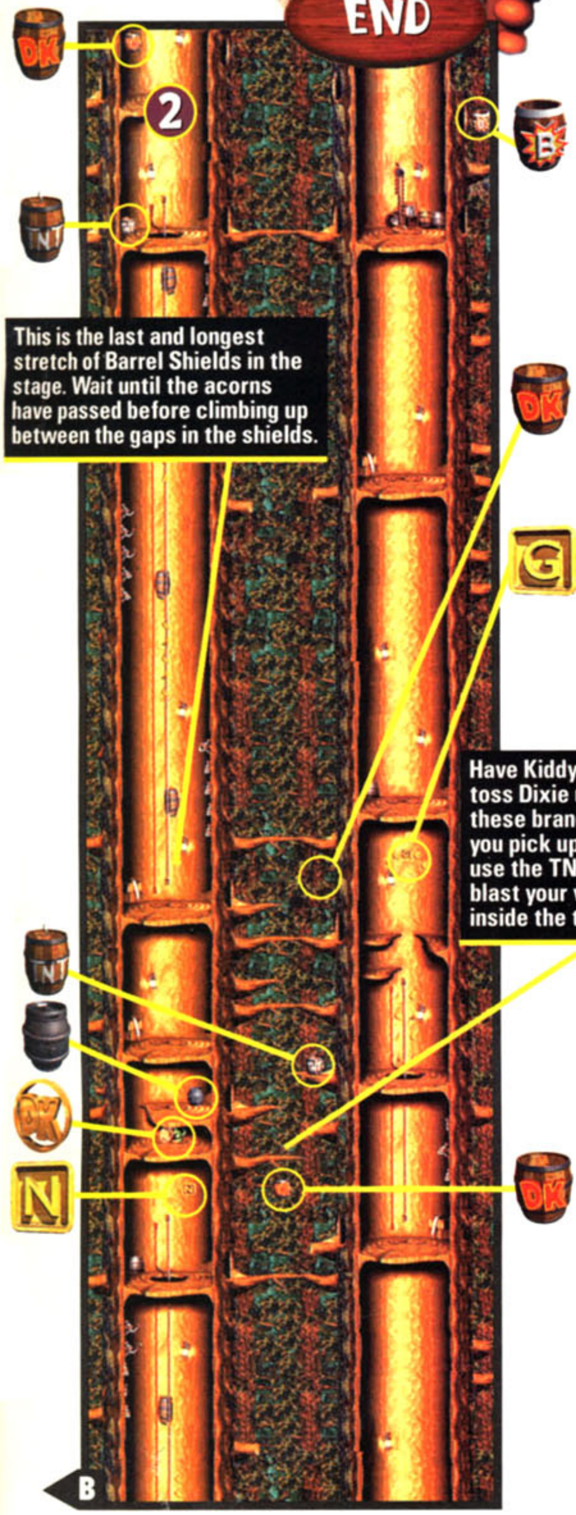
TRICK KOIN!

Stand outside the tree trunk before you roll the Steel Barrel at Koin. If you stand inside the tree trunk, Koin will have enough time to react and deflect the barrel before it bounces into him. After you pick up the DK Coin, use the TNT Barrel on the right to blast a hole leading into the tree trunk on the right.




Take refuge from a fusillade of acorns behind the stationary barrels in the first half of the level. Scramble up the rope when the chimps stop to reload.

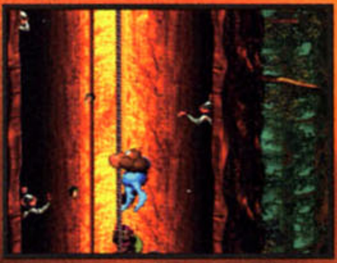
KREMWOOD FOREST



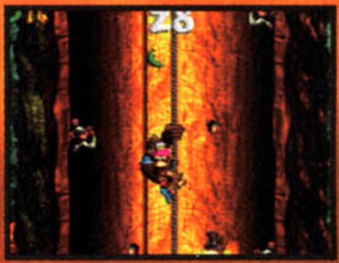
This is the last and longest stretch of Barrel Shields in the stage. Wait until the acorns have passed before climbing up between the gaps in the shields.

Have Kiddy jump and toss Dixie up to reach these branches. After you pick up the DK Coin, use the TNT Barrel to blast your way back inside the tree trunk.

BONUS AREAS



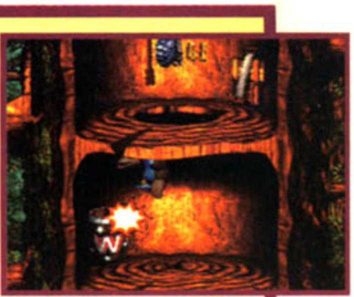
You must find the Bonus Coin in the first Bonus Area. Look for the coin at the top of the rope. Take your time and watch the timing of the acorns as you dodge shots from both directions. There are no safe spots.



In the second Bonus Area you'll have to collect 15 green bananas in 35 seconds. If you watch carefully, you'll see an alternating throwing pattern. Wait until the green banana appears, then dodge the tumbling nuts as you climb up to the flashing banana.

1

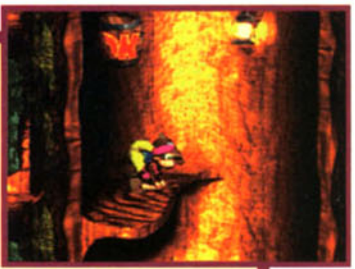
Just Say "Nuts!"

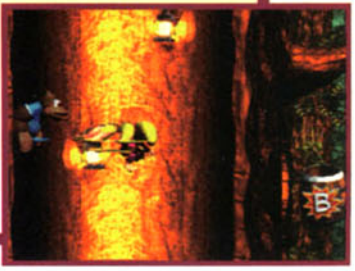


If Barrel Shield Bust-up is too nutty for you, try warping to the end of the stage. Look for the Auto-Fire Barrel at the bottom of the chamber below the Star Barrel. If you fall into the hole while holding Left on the Control Pad, you'll land in a Warp Barrel that will take you to the end of the stage. Just remember to come back later and collect the DK and Bonus Coins!

2

Take a Spin to the Second Bonus Barrel





Execute Dixie Kong's Helicopter Spin to land in Barrel Shield Bust-up's second Bonus Area. Use the TNT Barrel on the left wall of the left tree trunk and climb up to the DK Barrel. Select Dixie, then jump and Helicopter Spin through the hole on the right. Keep spinning right until you land in the Bonus Barrel outside the right tree trunk.

RIVERSIDE RACE

Time's a-wasting! The stopwatch in the bottom right corner compares your time against Brash Bear's best. He'll be ticked if you beat his record!

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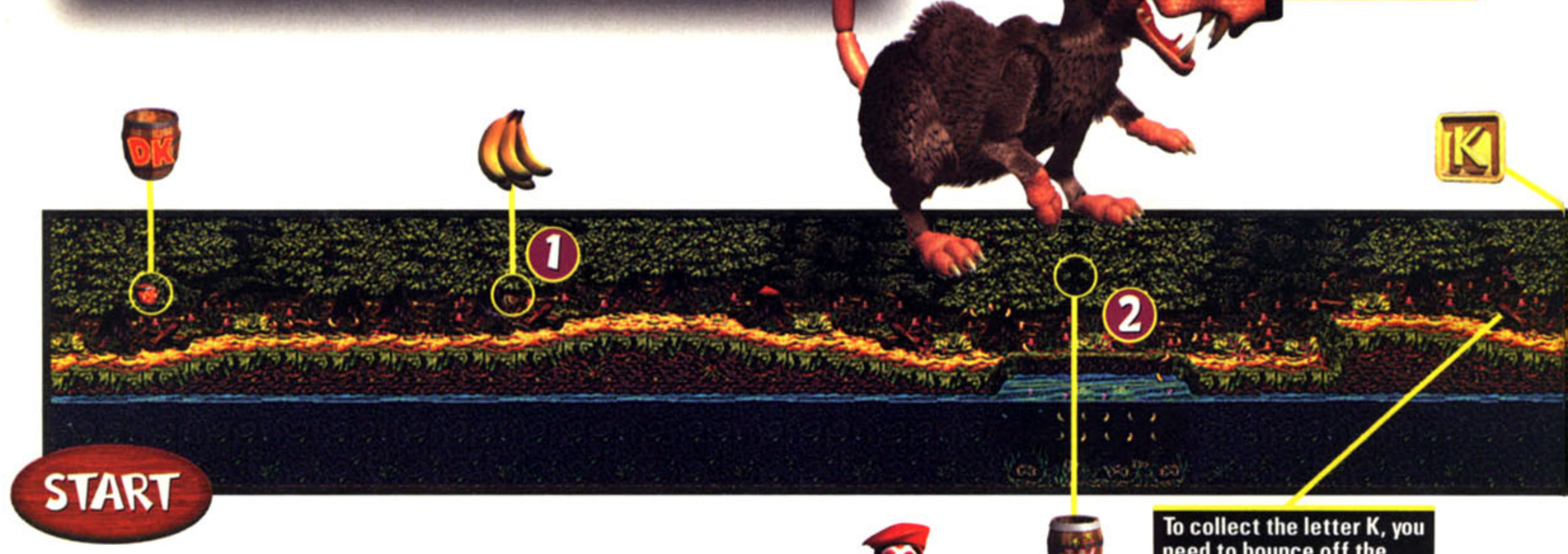
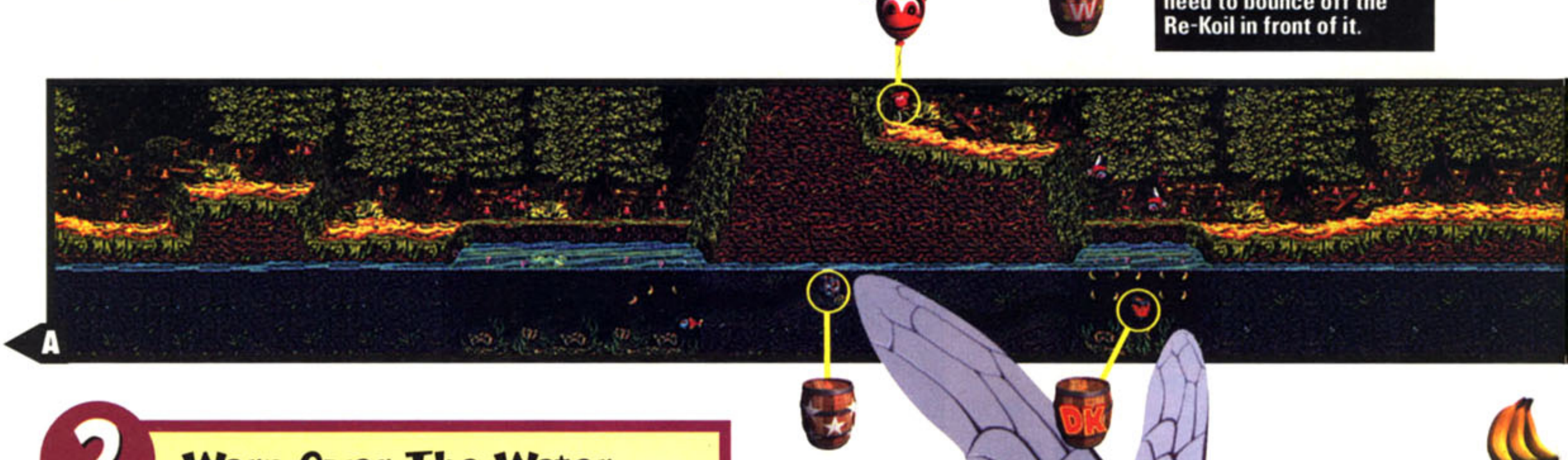
1
3

1 Back-biting Bugs

If beating Brash's record wasn't enough incentive to boogie through this stage, a swarm of killer bees on your tail will make you step lively! If you keep moving, the bees won't be able to catch you, but if you hesitate, one of your apes will be lost!



To collect the letter K, you need to bounce off the Re-Koil in front of it.



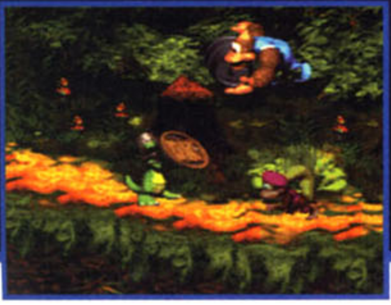
2 Warp Over The Water

With the killer bees chasing you, it can be tough to reach the Warp Barrel. Team up just before the water, jump and throw your buddy in midair towards the Warp Barrel.

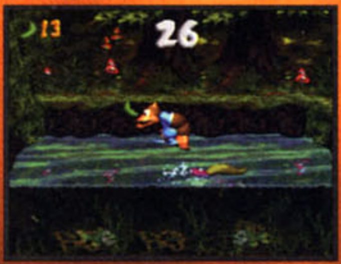
KREMWOOD FOREST

BACKTRACK TO KOIN!

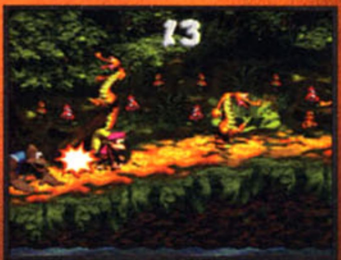
The challenge here is to reach Koin's perch. Go to the end of the stage and the bees will stop following you. Backtrack and use Kiddy's Water Skip to reach the ledge where Koin hangs out. If you have both monkeys, you can take a hit from the bees and make your way up with the survivor.



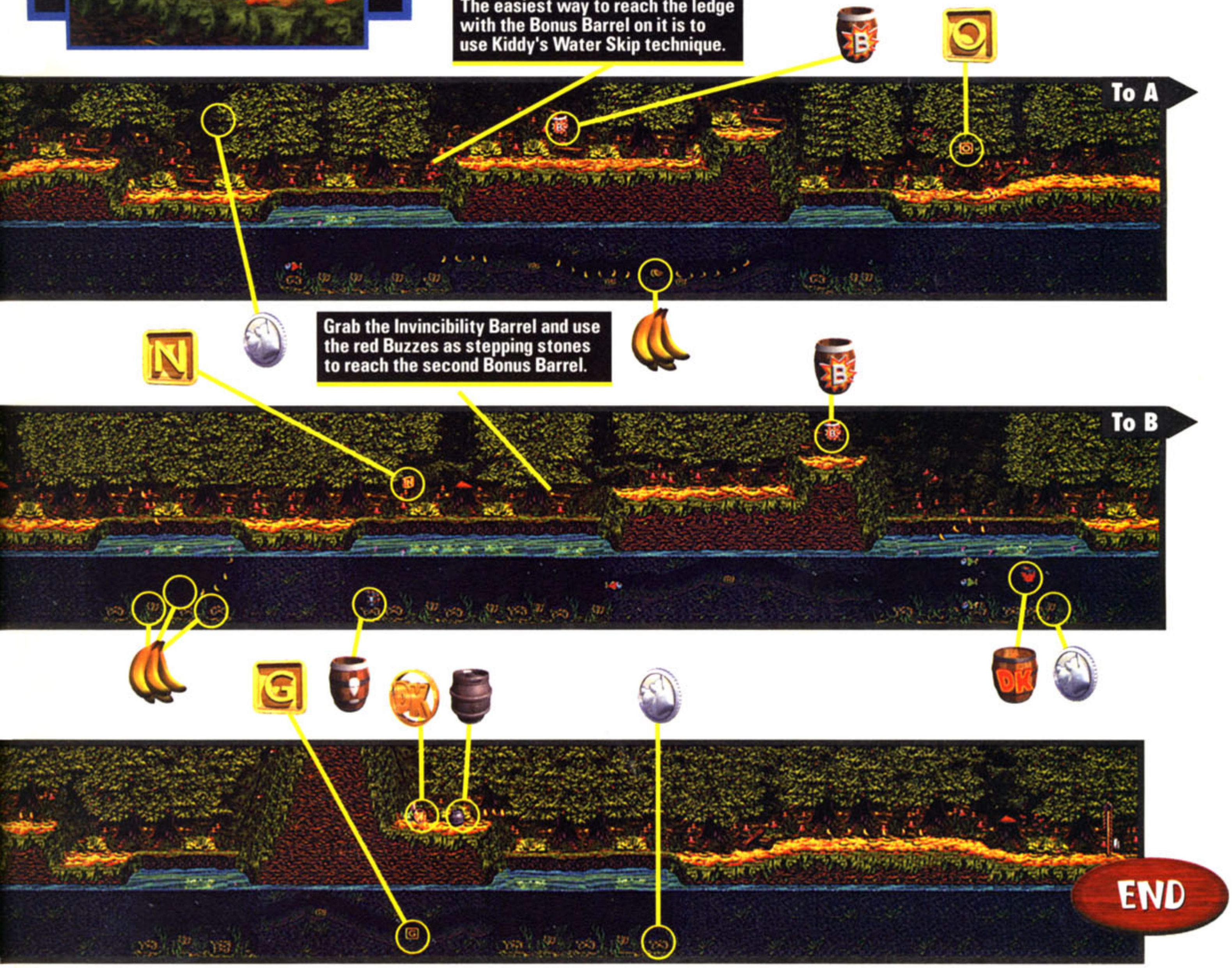
BONUS AREAS



The first Bonus Area challenges you to Grab 15 Bananas that appear over a pool harboring a single Koco fish. Swim constantly and leap out of the water when a banana appears.



In the second Bonus Area, you must bash four Re-Koils to earn the Bonus Coin. Kiddy can roll through these bouncing baddies with little difficulty.



The easiest way to reach the ledge with the Bonus Barrel on it is to use Kiddy's Water Skip technique.

Grab the Invincibility Barrel and use the red Buzzes as stepping stones to reach the second Bonus Barrel.

SQUEALS ON WHEELS

Even though the goal of this stage appears to be on the same level as the start, you'll have to climb up through the entire labyrinth to trigger the switch that will open the final door blocking the goal.

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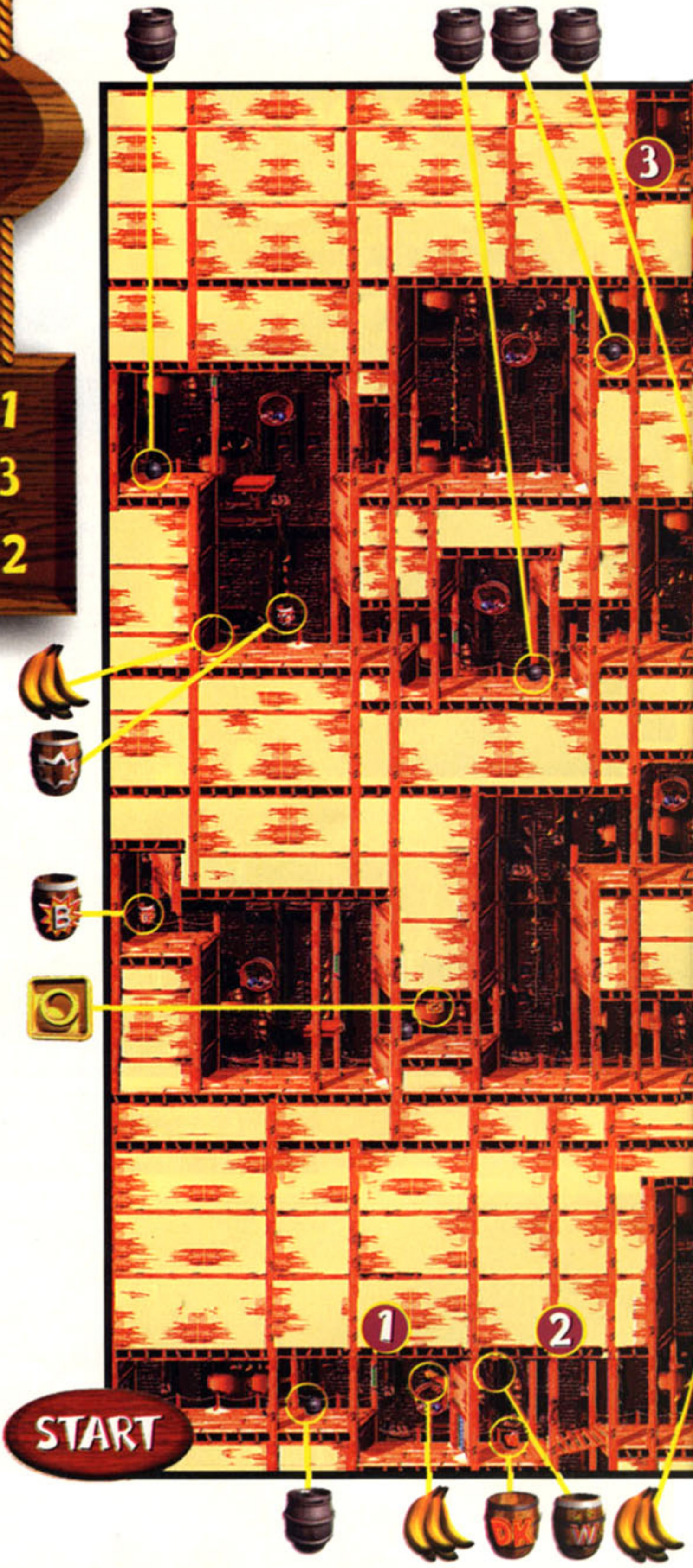
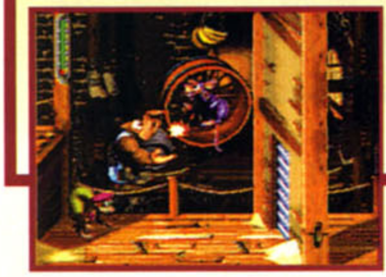
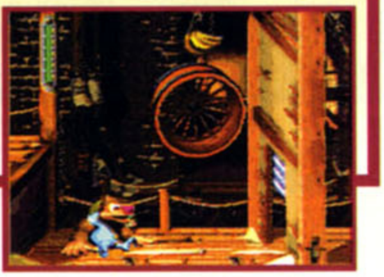


1 Doormouse Dynamos

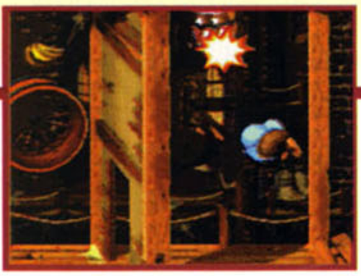
To open the steel shutters, you'll need to knock out the Sneeks that run on the dynamo wheels. Usually, you'll find a barrel that you can use as a projectile conveniently placed nearby. Taking out Sneeks is slightly more complicated when a Buzz runs interference and blocks your shot.





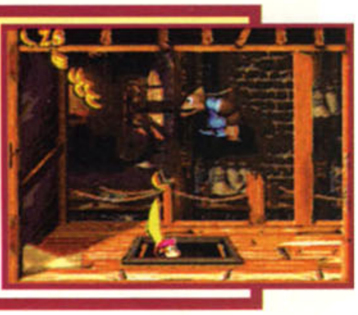
2 Warp Barrel

The Warp Barrel in this level is on the other side of the first shutter door, just above the doorway. Use the team throw to hurl your partner into the invisible barrel for a quick trip to the end of the level.

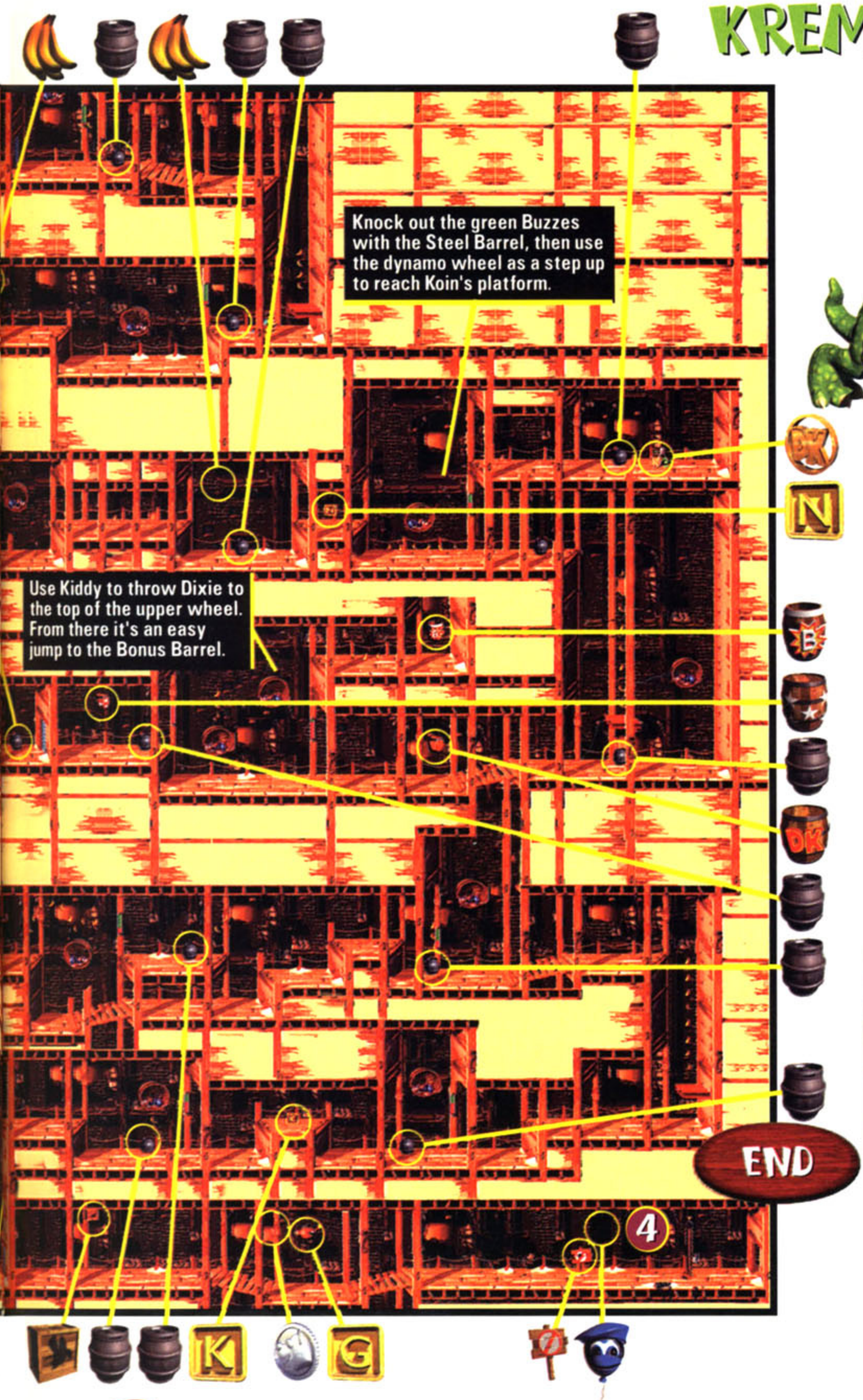


3 Green Means Go

When you take out a Sneeks, the nearby door meter will turn green. Once the meter at the top of the level is green, jump into the trapdoor. You'll fall back to the start, and the door to the goal will be open.



KREMWOOD FOREST

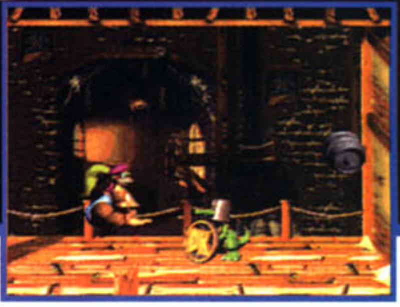


Knock out the green Buzzes with the Steel Barrel, then use the dynamo wheel as a step up to reach Koin's platform.

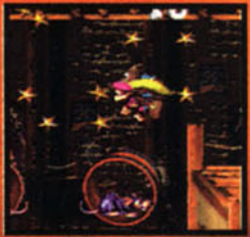
Use Kiddy to throw Dixie to the top of the upper wheel. From there it's an easy jump to the Bonus Barrel.

OFF THE WALL

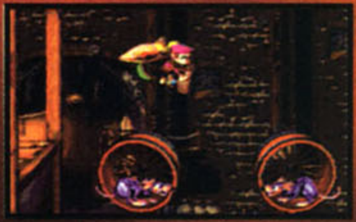
It's easy to miss the branch in the course that leads to Koin. Once you're on his level, toss the Steel Barrel over his head so it bounces off the wall to take him out.



BONUS AREAS



If you watch your step as you jump on the dynamos in the first Bonus Area, it will be a cinch to collect 20 Stars.

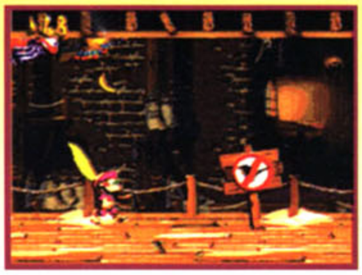


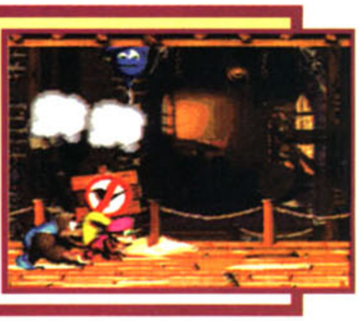
You'll again have to use the dynamo wheels as platforms as you try to collect 15 bananas in the second Bonus Area.

4

Parlay Parry Into 3-up!

If you make it to the No Parry sign with Parry in tow, you'll be rewarded with a Blue Balloon, which translates into three extra lives. Watch out for the red Buzz just before the sign–make sure that you jump so Parry clears it!





SPRINGIN' SPIDERS

The namesake Springin' Spiders of this tree trunk test will help you reach the upper branches. Red spiders, or Nids, will spring when you step on them, while the yellow Nids leap about automatically.

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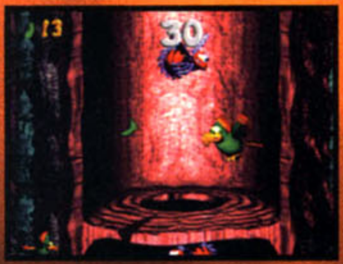
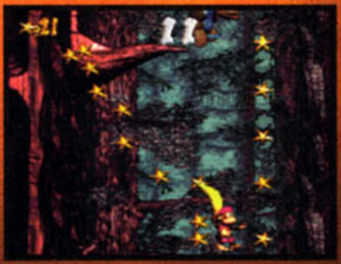
BONUS BARRELS

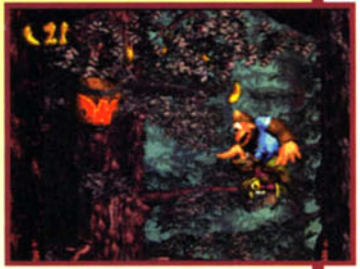


Completing this Bonus Area requires precision flying with Squawks the parrot. Maneuver around the Buzz to collect 15 Bananas, then carefully make your way down to get the Bonus Coin.



It's best to use Dixie in the second Bonus Area, because she can Helicopter Spin down through the stars and collect them all on her first pass through the area.

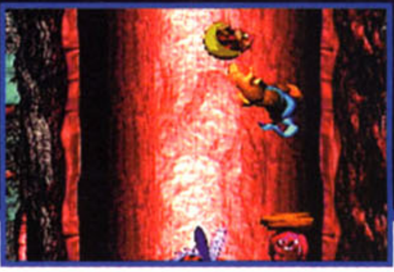
1 Jumping Spiders

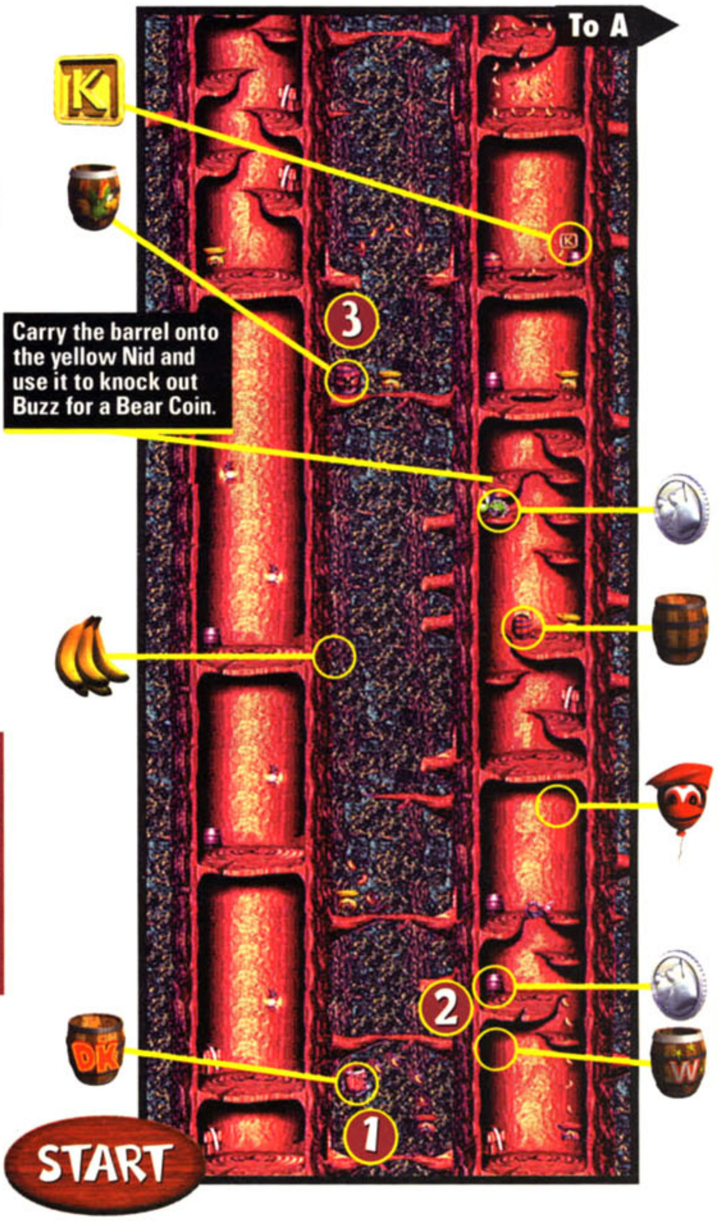


The yellow and red Nids in Springin' Spiders are your friends. Stand on them and they will spring into action, helping you reach platforms high above your head. You have to be careful when using them, though. Sometimes their jumping trajectory will take you perilously close to one of the many Buzzes that infest the trees. Also note that the Nids will break barrels you might be carrying if you don't jump precisely on their backs.

KONK KOIN!

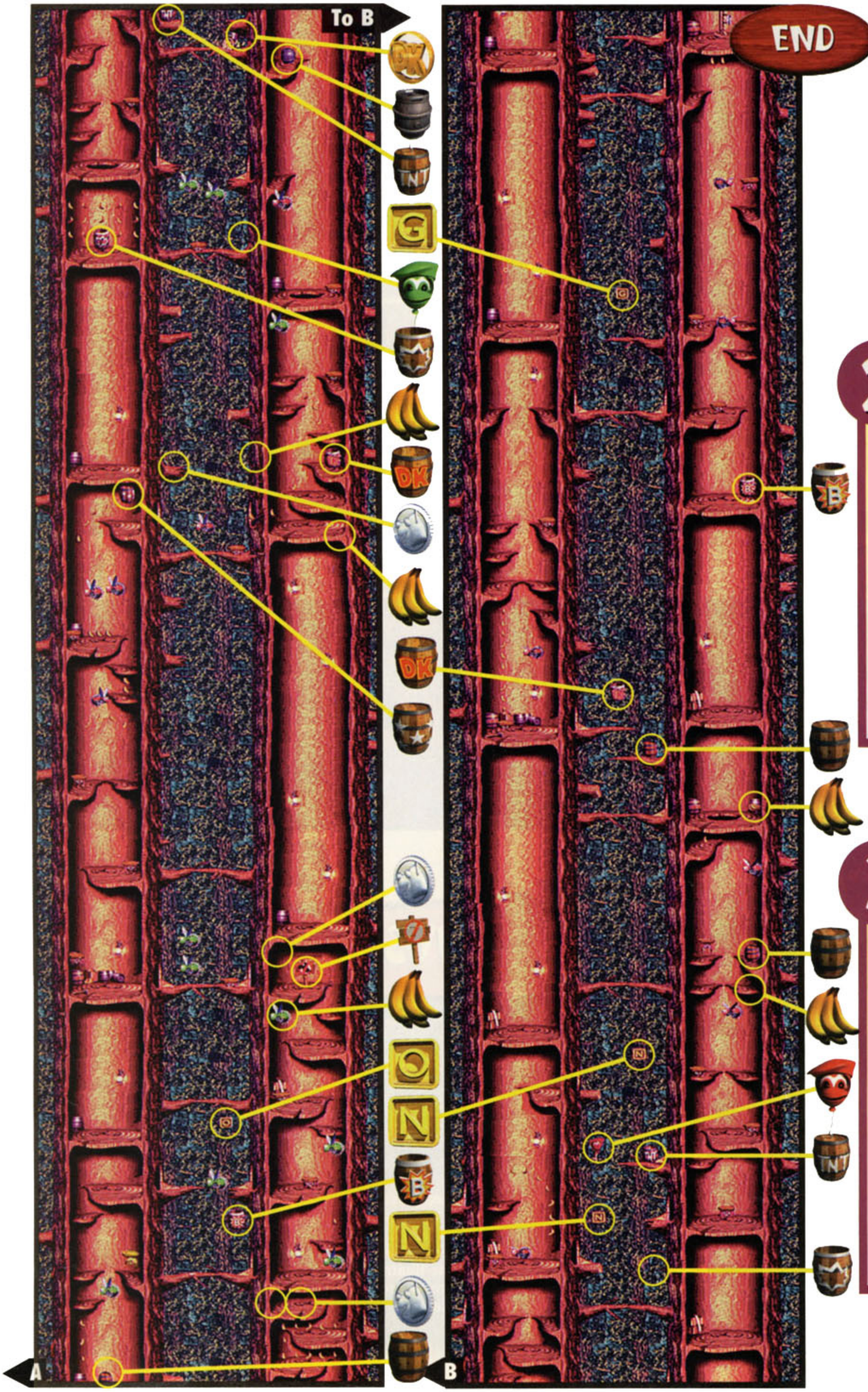
The challenge in collecting this level's DK Coin lies in reaching Koin's perch. While riding the Nid in the right trunk, make Kiddy throw Dixie up to the shelf near Koin. Once on that ledge, it's a simple matter of tossing her through the hole to reach the Steel Barrel that you can use to knockout Koin.





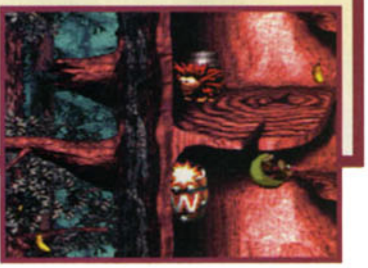
Carry the barrel onto the yellow Nid and use it to knock out Buzz for a Bear Coin.

KREMWOOD FOREST



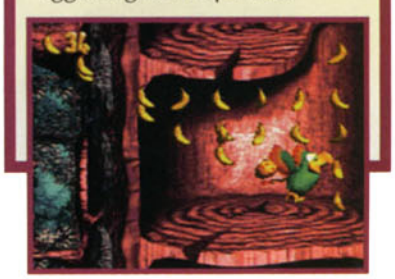
2 Warp Barrel Available

You'll find the Warp Barrel above the first entrance to the right tree trunk. Use the team throw to get your partner into the barrel and you'll both warp to the end of the level.



3 For the Birds

Go down and transform into Squawks so you can take the shortcut through the right trunk. This path will give you 32 bananas as well as easy access to the first Bonus Barrel. Don't forget that you can use the Y Button to spit eggs as green Squawks.



BOBBING BARREL BRAWL

Bobbing Barrel Brawl spotlights the abilities of one of the new DKC 3 goodies, Ellie the elephant. This versatile animal friend will be a major player throughout the rest of your adventures.

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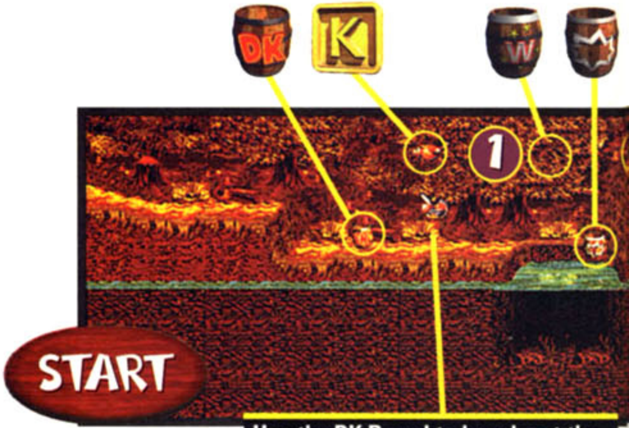
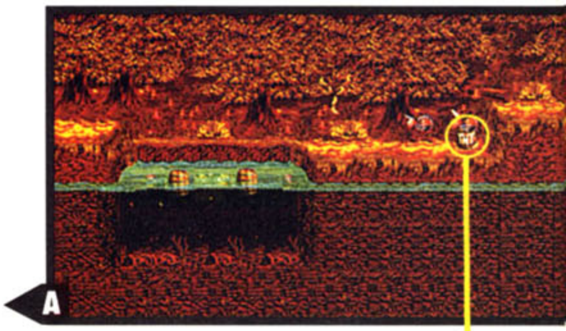
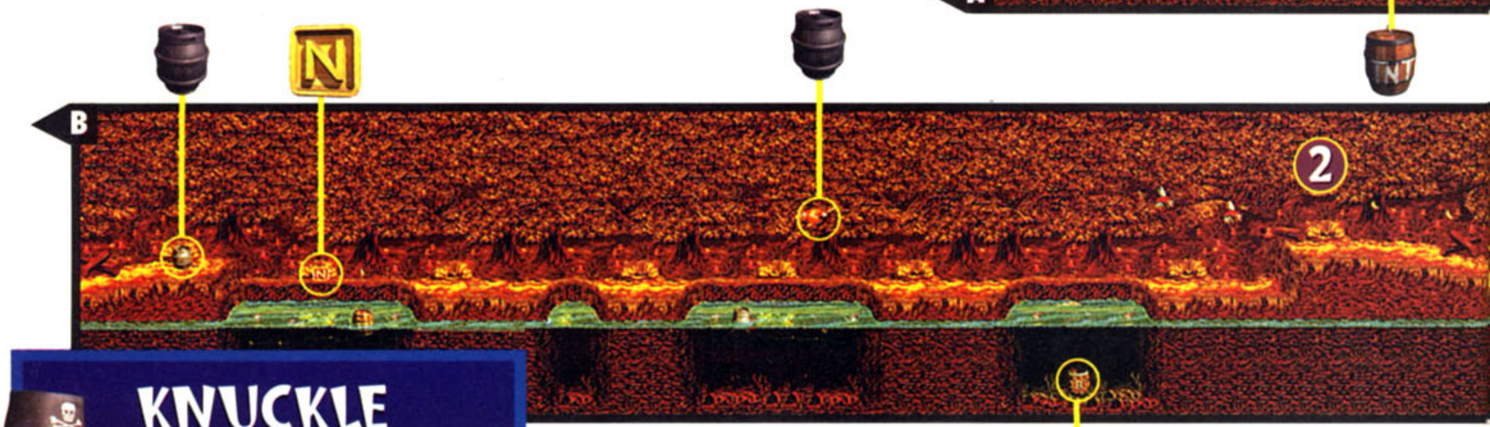


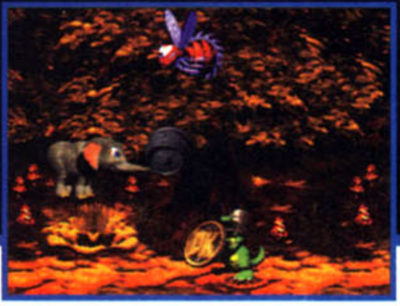
Use the DK Barrel to knock out the Booty Bird. It will drop a TNT Barrel on Buzz, revealing the letter K.



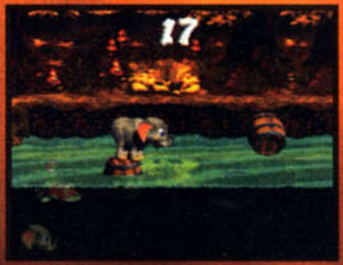


KNUCKLE UNDER, KOIN

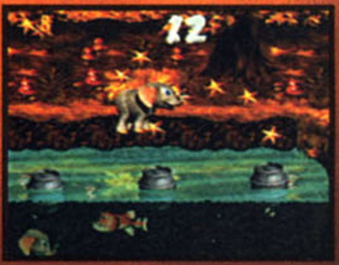
You can press and hold the Y Button to turn Ellie's trunk into a powerful vacuum cleaner. This suction will pull items from a short distance away to your grasp. Use this ability to retrieve the Steel Barrel from behind the red Buzzes. Time your throw over Koin's head so the Buzz doesn't block your shot.



BONUS AREAS

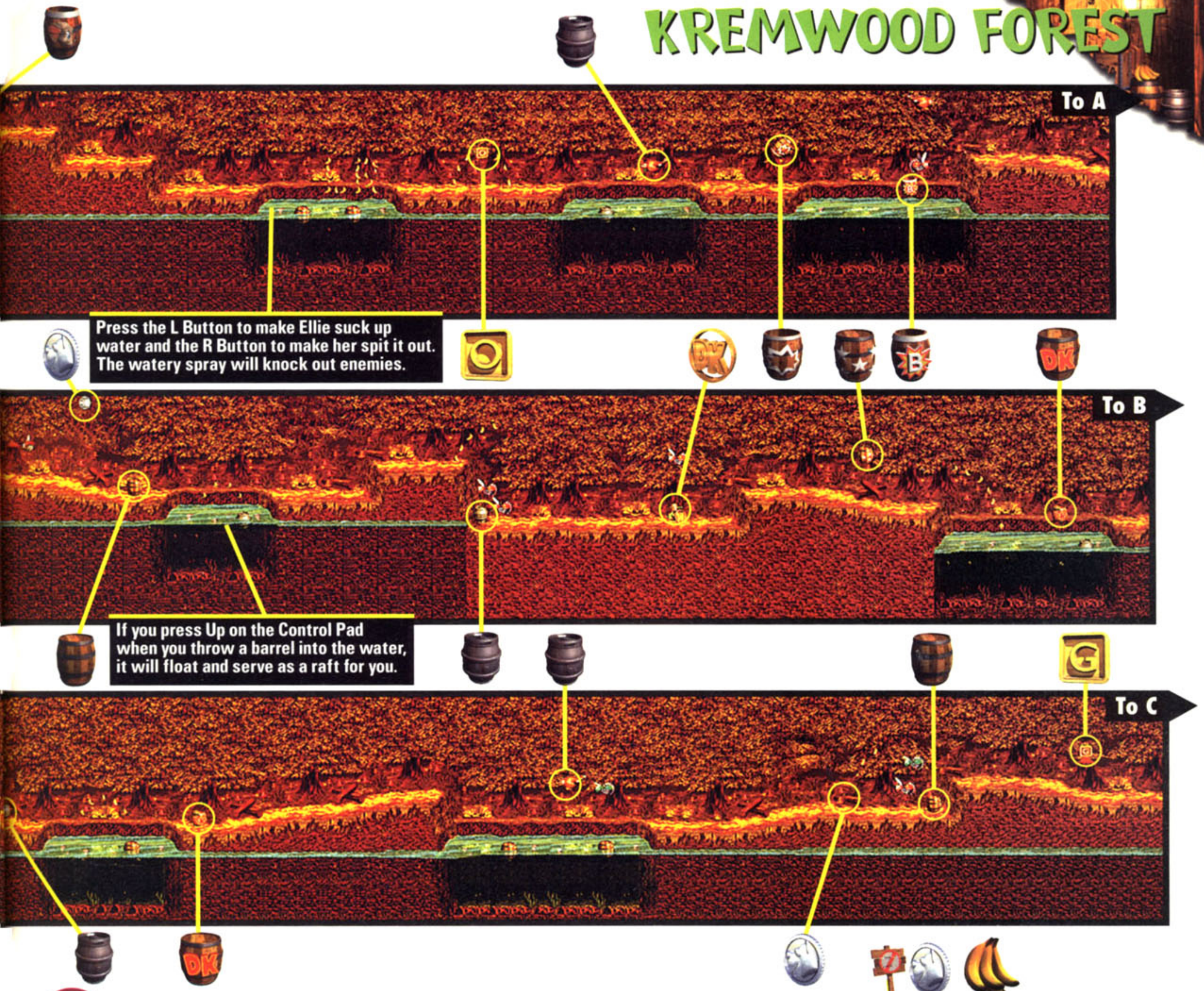


Pick up the barrel and press Up as you throw it into the water. It will float where it lands. Carry another barrel with you when you jump to the floating barrel. Use this barrel to create another stepping stone.



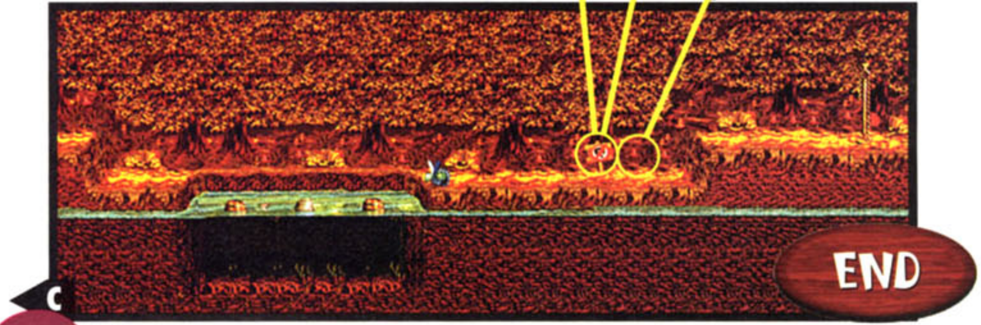
The floating barrels are already in place in the second Bonus Area. The challenge is to accurately jump as you collect all the stars. Fall in, and Nibbla will end your run at the 10 stars.

KREMWOOD FOREST



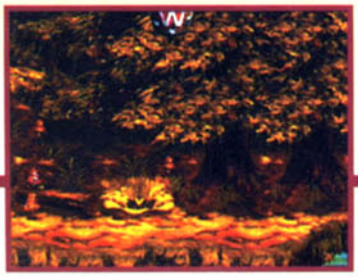
Press the L Button to make Ellie suck up water and the R Button to make her spit it out. The watery spray will knock out enemies.

If you press Up on the Control Pad when you throw a barrel into the water, it will float and serve as a raft for you.



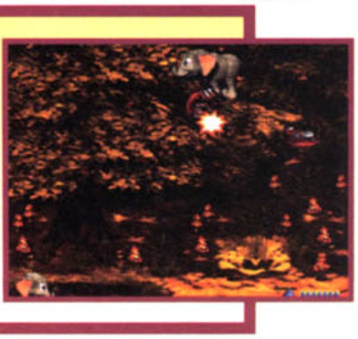
1 Warp Ahead!

You'll find a hidden Warp Barrel in the air just above the Booty Bird. Once you've knocked out the Booty Bird and the Buzz, use the team throw to hurl your partner into the waiting Warp Barrel.

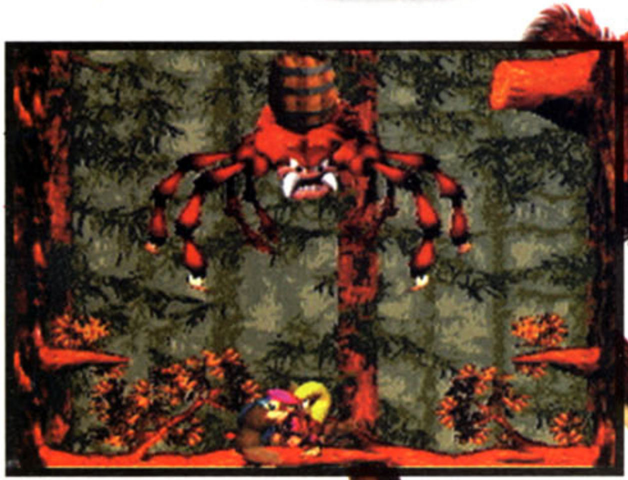


2 Go Deep for a Bonus

To reach the submerged Bonus Barrel, you'll have to get an aerial assist. When two Knik-Knaks come flying at you, jump over them, and follow their flight path back the way you came. Once they are in position, bounce off them to get the necessary height to go deep.



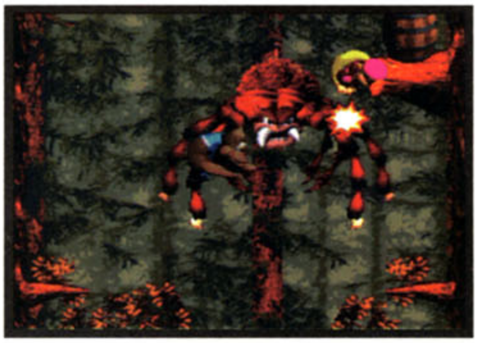
ARICH'S AMBUSH

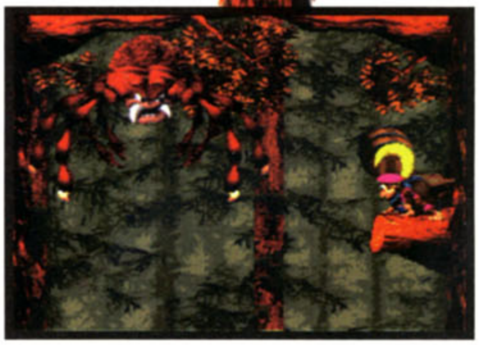


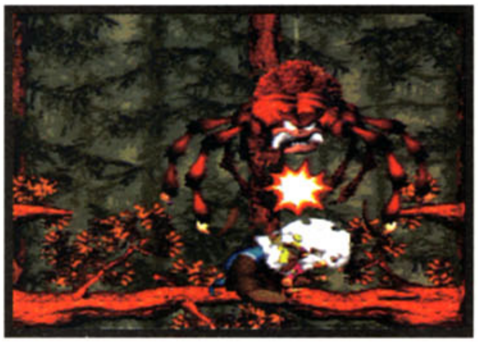
Spider Spite

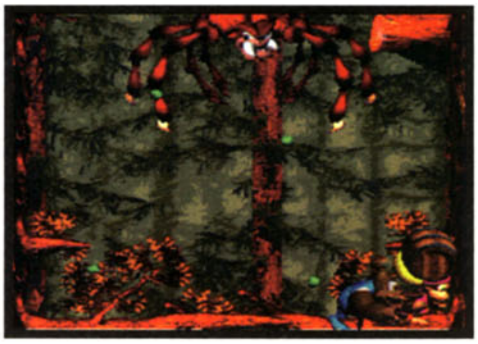
Arich, the giant arachnid ruler of Kremwood Forest, seems like an awesome foe the first time you meet him. He bounces up and down, suspended from spider silk, and attacks with his deadly claws and mandibles. To defeat Arich, you'll need to bop him in the jaw with a few barrels. You can get the first barrel from off of his back, and after that, barrels will appear on the upper right branch. It's safe to ride Arich up to the branch to grab the barrel, but be careful when you're mounting up, as even the slightest brush with his claws is deadly.

Arich's predictability is his downfall, and once you know his pattern, it is simple to squash him like a bug. It's easiest to line up the barrel with Arich's vulnerable chin using Dixie as she holds barrels directly over her head. After the second hit, Arich will start spitting blobs of green spider goop. There's a safe spot in the lower left corner. Wait out the blobs with your barrel, and just before the last blob leaves the screen, get in position to give Arich some more chin music. Play his tune four times to win!

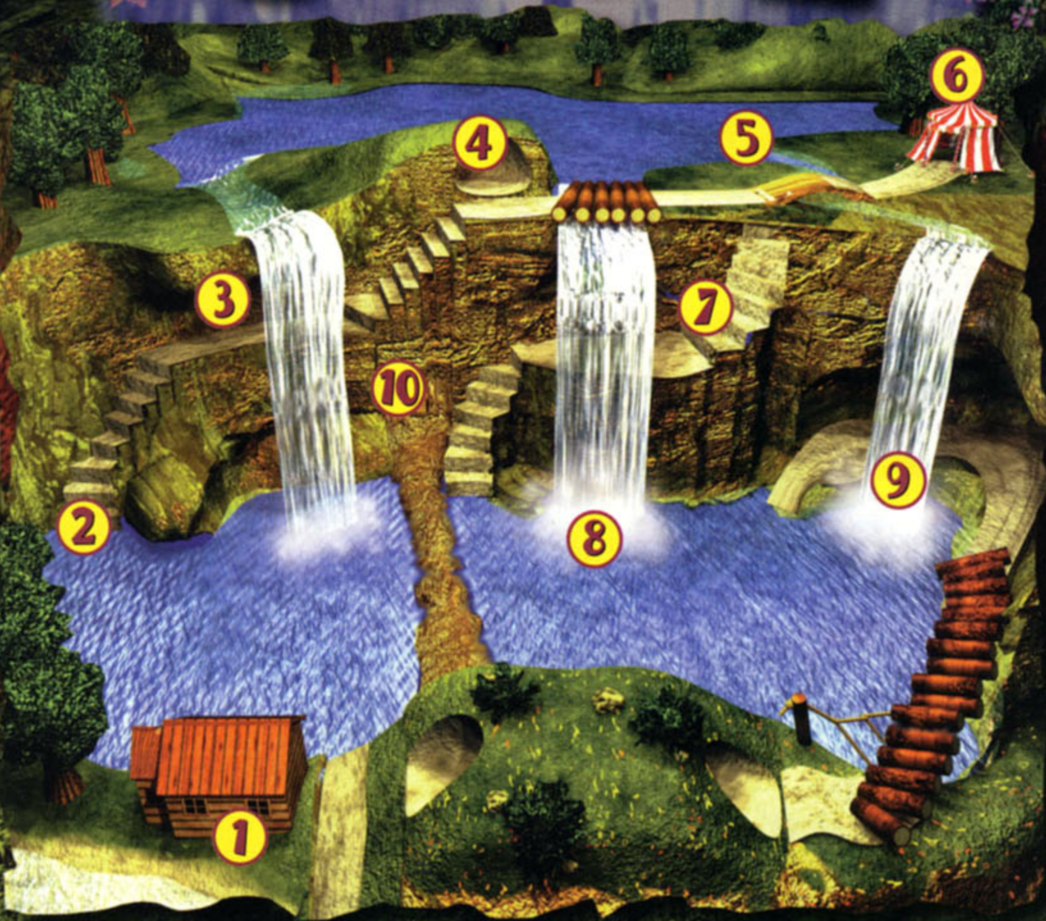








COTTON-TOP COVE



Blue Bear

Ho hum...oh, hello. No, no, there's nothing bothering me...not much, anyway. No, it's nothing to trouble your furry little heads about. Well, it's just that no one has remembered my birthd—oh, don't get me started...

1. Blue's Beach Hut
2. Bazza's Blockade
3. Rocket Barrel Ride
4. Wrinkly's Save Cave
5. Kreeping Klasps
6. Swanky's Sideshow
7. Tracker Barrel Trek
8. Fish Food Frenzy
9. Squirt's Showdown
10. Bounty Bay

BAZZA'S BLOCKADE

Bazza's Blockade isn't a tough level if you learn to watch the wild ways of the creatures swimming around you. The key to winning here is to go with the flow of the fish.

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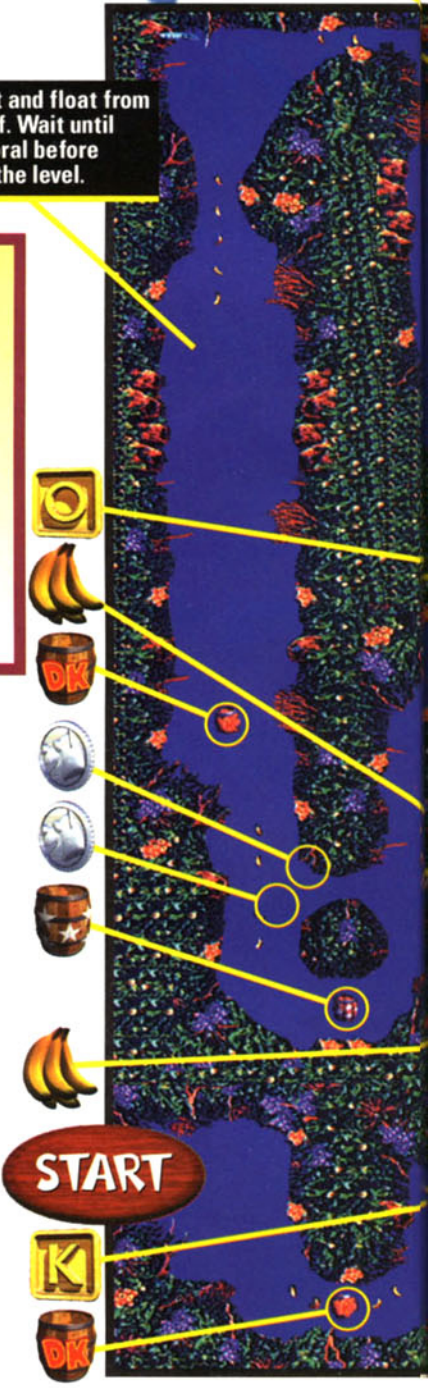
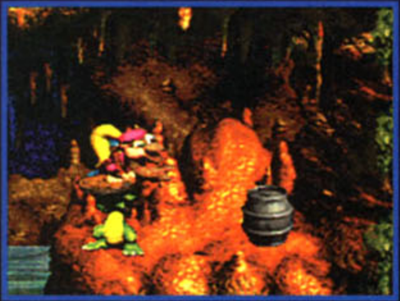
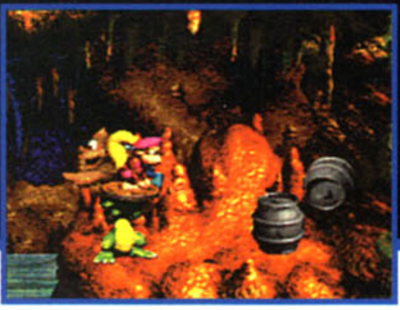


Schools of Bazza fish flit and float from the tubes around the reef. Wait until the fish swim into the coral before floating up to the top of the level.

Koin Krushing

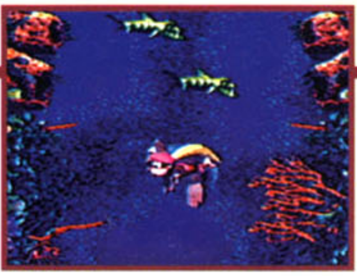
If you jump from the left side of Koin and throw the Steel Barrel, you won't have enough loft to nail the Kremling in the back. Try standing on top of his shield and tossing the barrel to the right instead.

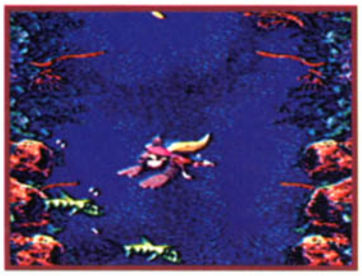




1 Tidal Tube Turbulence

Bazza fish swim in the tube-like mazes of the coral reef. If you watch them long enough, you'll see a pattern in their movement. Slide up between the gaps in the feisty fish and they won't nibble on you.





COTTON-TOP COVE

BONUS AREAS

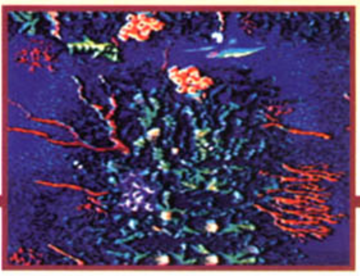
You have 15 seconds to swim right, past the schools of Bazza fish and spiny Lurchins, and locate the Bonus Coin. Since you don't have a lot of time, try to memorize the pattern of the approaching fish so you can anticipate their moves.

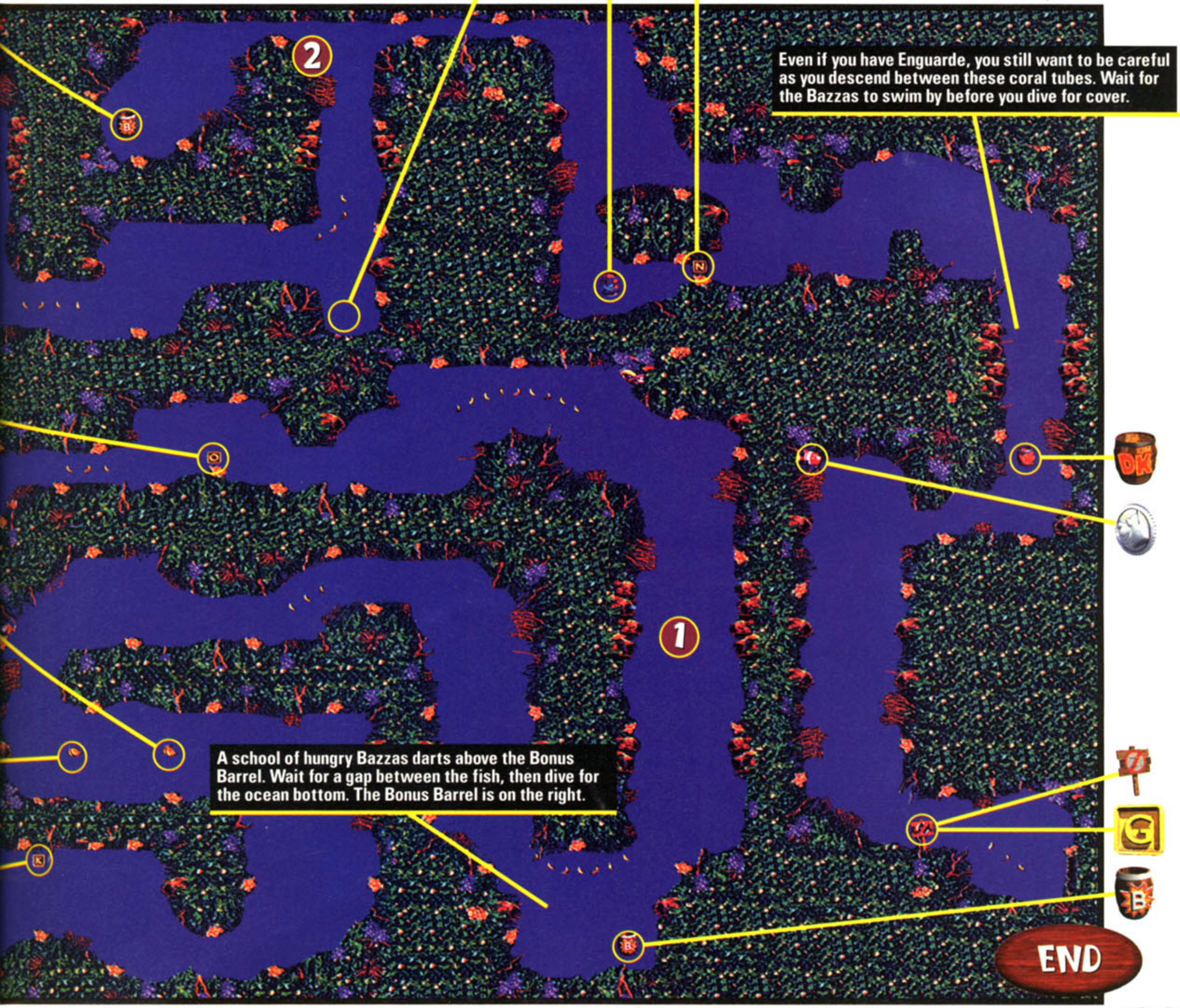
Enguarde must jab ten Koco fish in 30 seconds to win a Bonus Coin. While the Koco fish will try to seek refuge inside the coral reef, you can still hunt them down inside their holes by jabbing your pointed nose inside the tubes.

2

Enguarde's Bonus Endeavor

You'll stay at the bottom of the food chain in this level until you find Enguarde. Enguarde has no problem swimming against the flow of the Bazza blockades. Use him to swim along the crowded coral corridor at the top of the level. If you swim far enough to the left, you'll find a Bonus Barrel.





Even if you have Enguarde, you still want to be careful as you descend between these coral tubes. Wait for the Bazzas to swim by before you dive for cover.

A school of hungry Bazzas darts above the Bonus Barrel. Wait for a gap between the fish, then dive for the ocean bottom. The Bonus Barrel is on the right.

ROCKET BARREL RIDE

Booster Barrels are flaming contraptions that fling their occupants skyward at a high rate of speed. At the apex of the flight, the passengers are ejected into the wild blue yonder.

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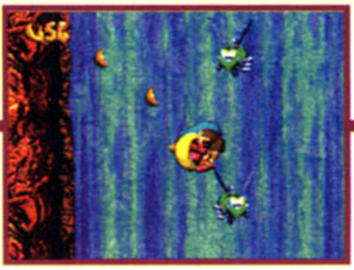
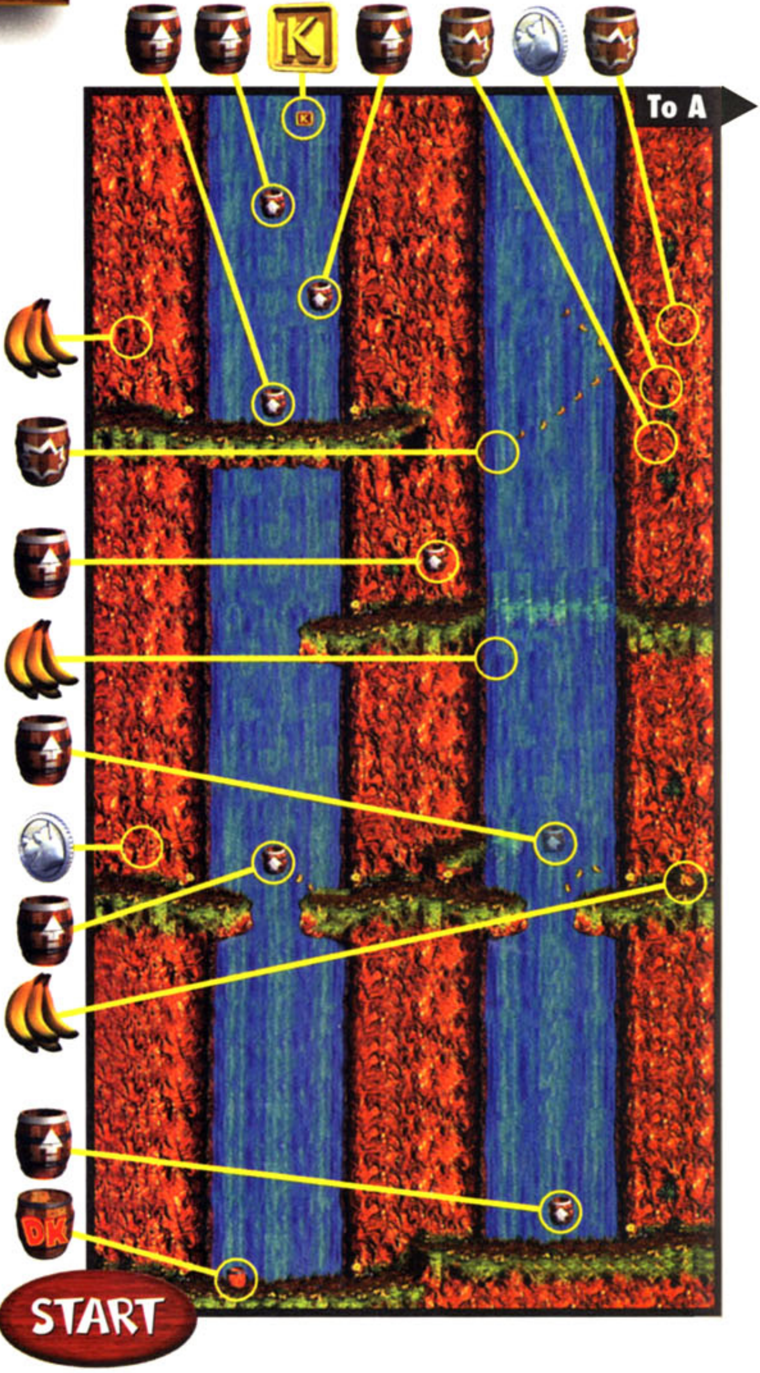
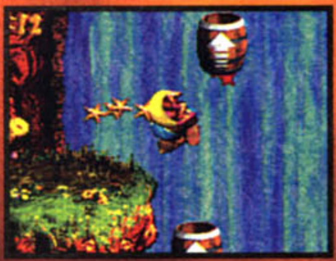
1 Sky-high Somersaults

Squeezing between these two Buzzes is one of the most challenging jumps in the entire level. The lower Buzz hovers in one place while the upper Buzz flies up and down. Jump from the barrel while the upper Buzz is climbing.

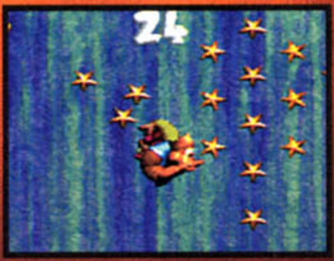




BONUS AREAS



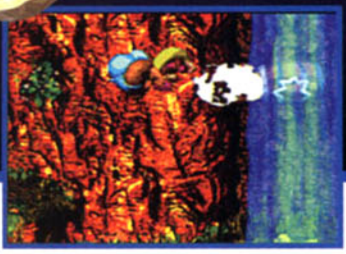
You have only 15 seconds to collect 20 stars in this bonus area. This challenge is difficult because it's hard to see all the stars against the cliff background.

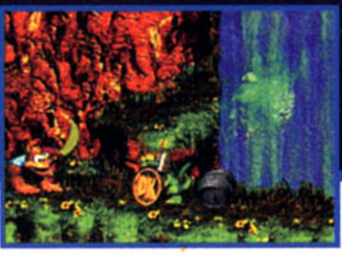


Collect 60 stars in 35 seconds! You'll lose sight of the Booster Barrels when you're shot into the air, but you'll land safely if you somersault down the star trails.

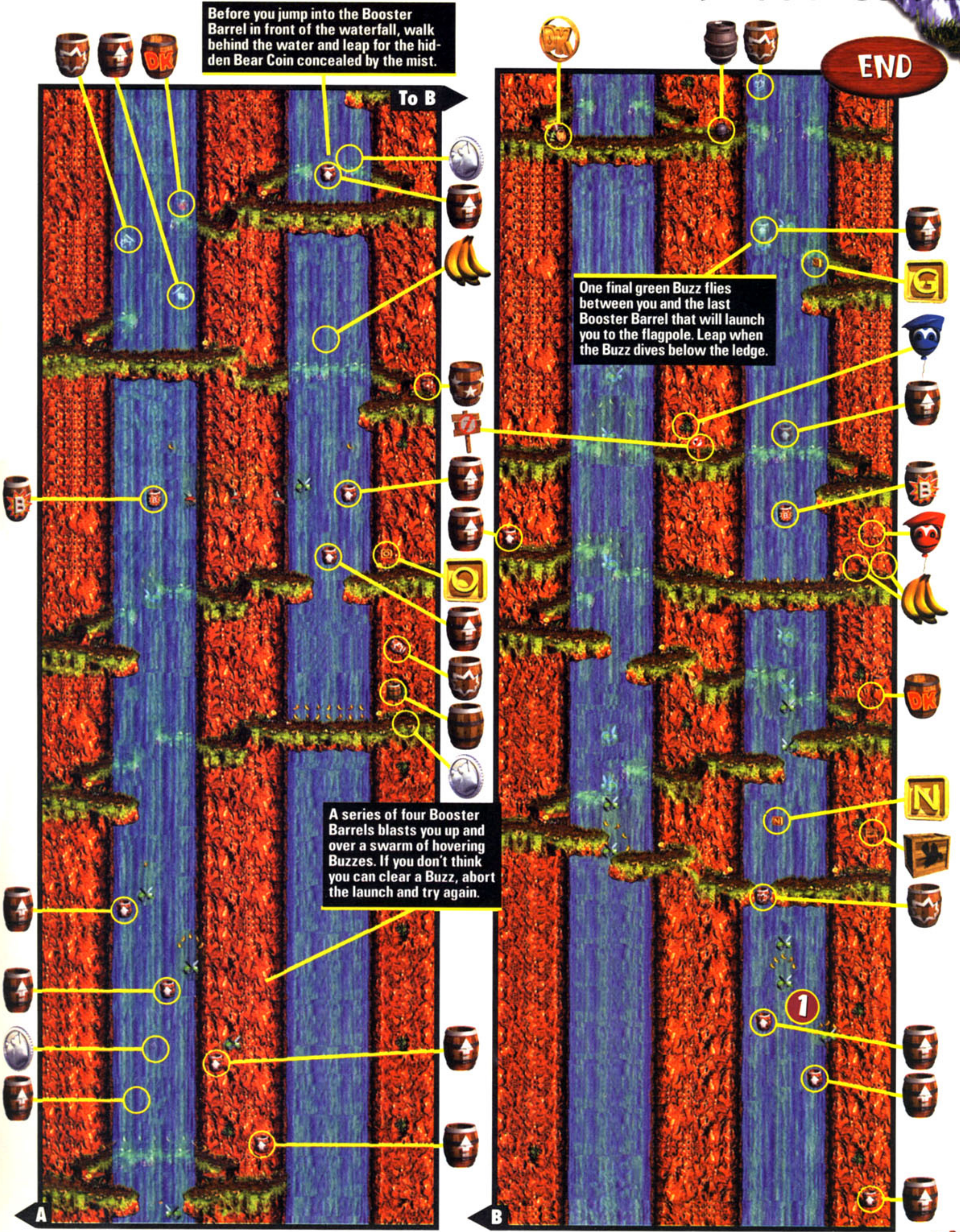
Backward Barrel Blast!

Duping Koin can be a blast once you figure out the trick. Throw the Steel Barrel left as you jump into the overhead Auto-fire Barrel. You'll shoot ahead of the rolling barrel and land on the other side of the foiled Koin Kremling.





COTTON-TOP COVE



Before you jump into the Booster Barrel in front of the waterfall, walk behind the water and leap for the hidden Bear Coin concealed by the mist.

A series of four Booster Barrels blasts you up and over a swarm of hovering Buzzes. If you don't think you can clear a Buzz, abort the launch and try again.

One final green Buzz flies between you and the last Booster Barrel that will launch you to the flagpole. Leap when the Buzz dives below the ledge.

KREEPING KLASPS

The Kreeping Klasp is an explosive example of a Kaotic experiment gone wrong. These animated barrels of TNT hang around all day, waiting for someone to land on their line.

2

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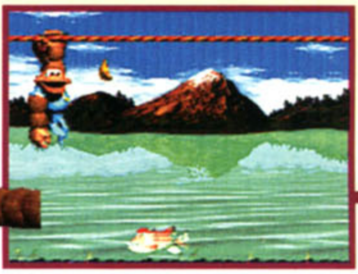
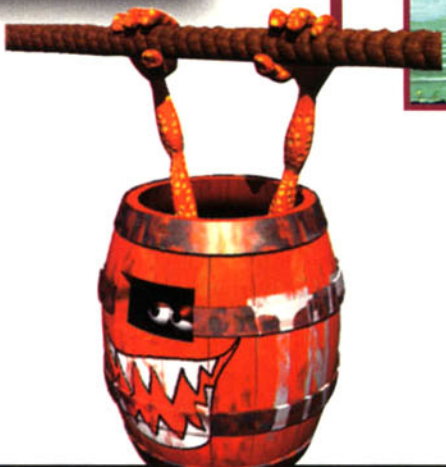
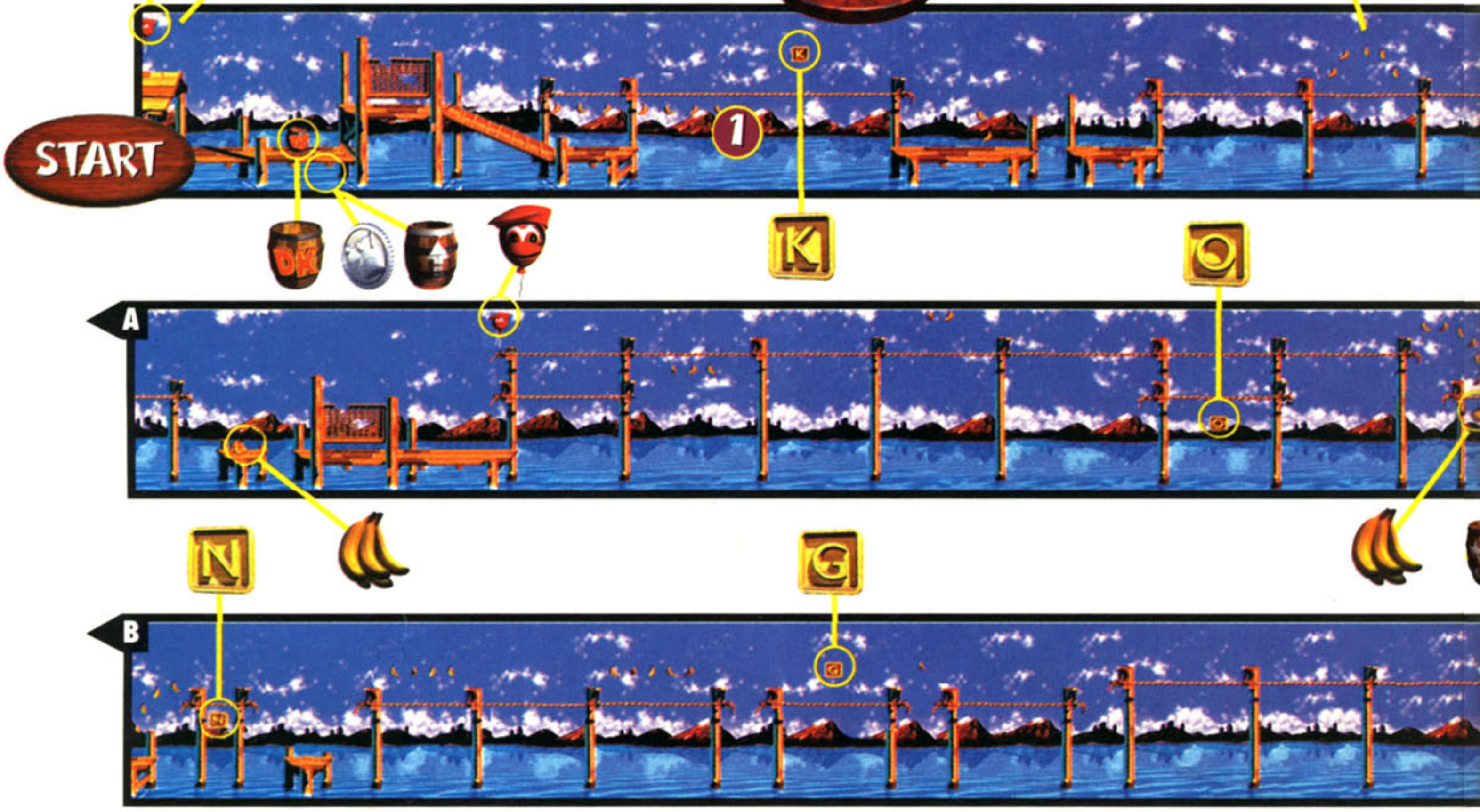
1 A Nibbla Nightmare

Nibblas are hungry fish indigenous to the waters of Cotton-Top Cove. You can always tell when a Nibbla is hungry because his scales turn bright red. If you see a red Nibbla, jump out of the water as fast as possible.





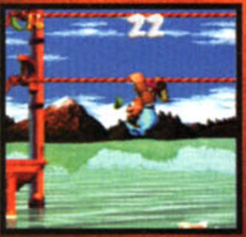


Stop and look closely here and you'll see the end of a balloon string swinging in the breeze. Throw Dixie up onto the roof so you can claim the red Balloon.

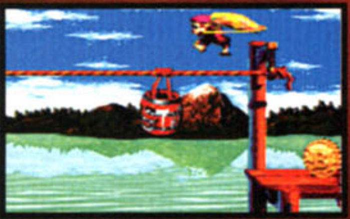
Follow the banana trail to leap safely over the Klasp. All of the Klasps here pace back and forth, but in later levels they'll chase you off their lines.

COTTON-TOP COVE

BONUS AREAS



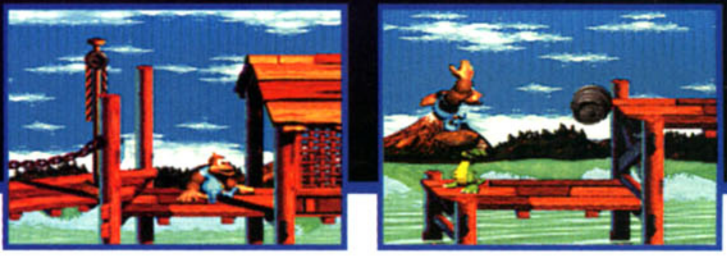
Nab 15 green bananas in 25 seconds to claim your Bonus Coin. As long as you take your time leaping between the lines, you won't end up swimming with Nibbla.



Find the Coin! You'll have to leap four Klasps and avoid a hungry Nibbla. Time your jumps carefully and you'll see the coin on the right.

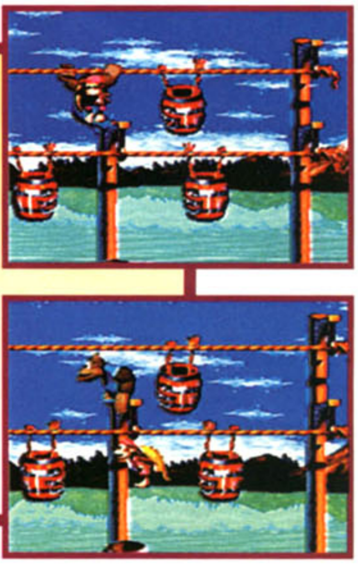
Klassic Koin Toss

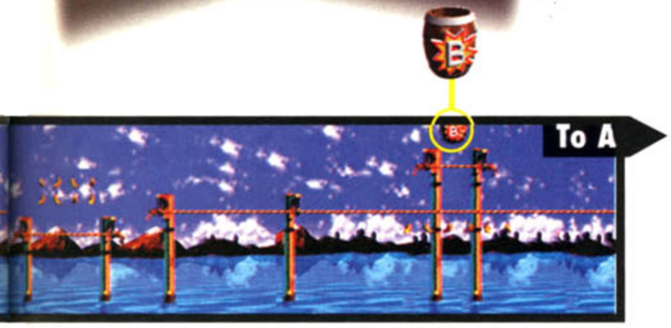
The Steel Barrel is on the right side of the flagpole. You'll need to carry it all the way back to the left side of Koin. Be careful as you jump over Koin or he'll use his shield to push you into the water. Stand on the edge of the dock in front of him and toss the barrel right and up over his head.

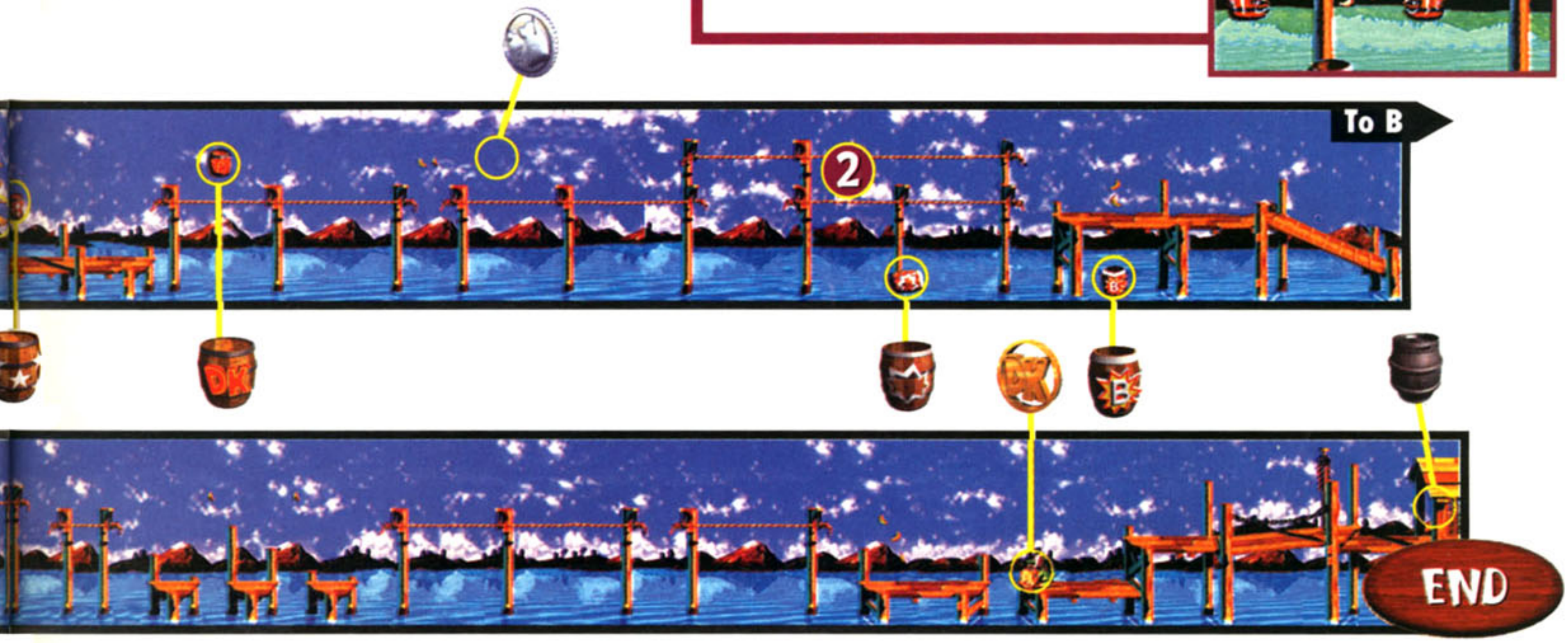


2 A Lightning Fast Leap!

If you want to land in the Auto-fire Barrel that launches you into the second Bonus Barrel, you need to let go of the two ropes before a roaming Klasp bumps into you. Hold Down on the Control Pad and tap the B Button twice while you're hanging directly above the barrel.







TRACKER BARREL TREK

Tracker Barrels automatically launch elephants and apes skyward and catch them on the way back down. These barrels are great for nabbing coins and dodging high flying enemies.

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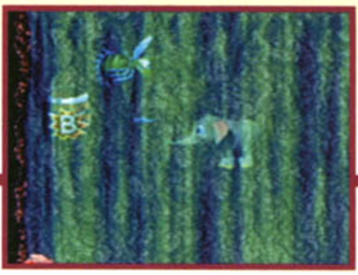
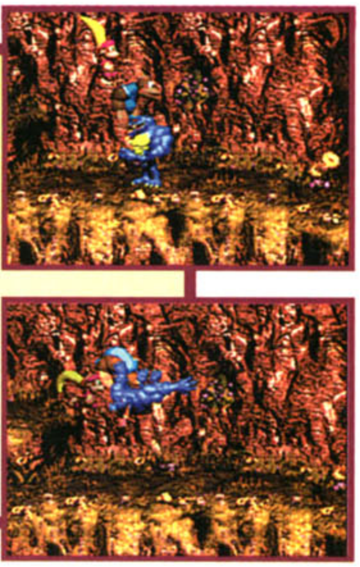
2 Elephantine Escapades

Ellie can't climb like an ape, but she can blast green Buzzes and other Kremlings out of her path with a trunk full of water. Hold the L Button to slurp a drink from the falls.

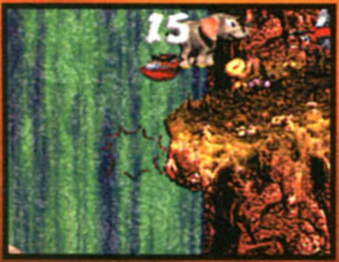


1 Kiddy Kan Krush Krumple!

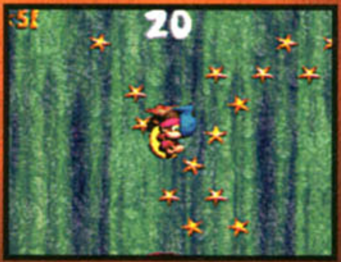
It takes a heavyweight ape to knock Krumple Kremlings to their knees. Dixie doesn't have a lot of weight to throw around, but Kiddy can crush almost all of the Kremlings in his path. Let Kiddy abuse the enemies in the first half of the level.



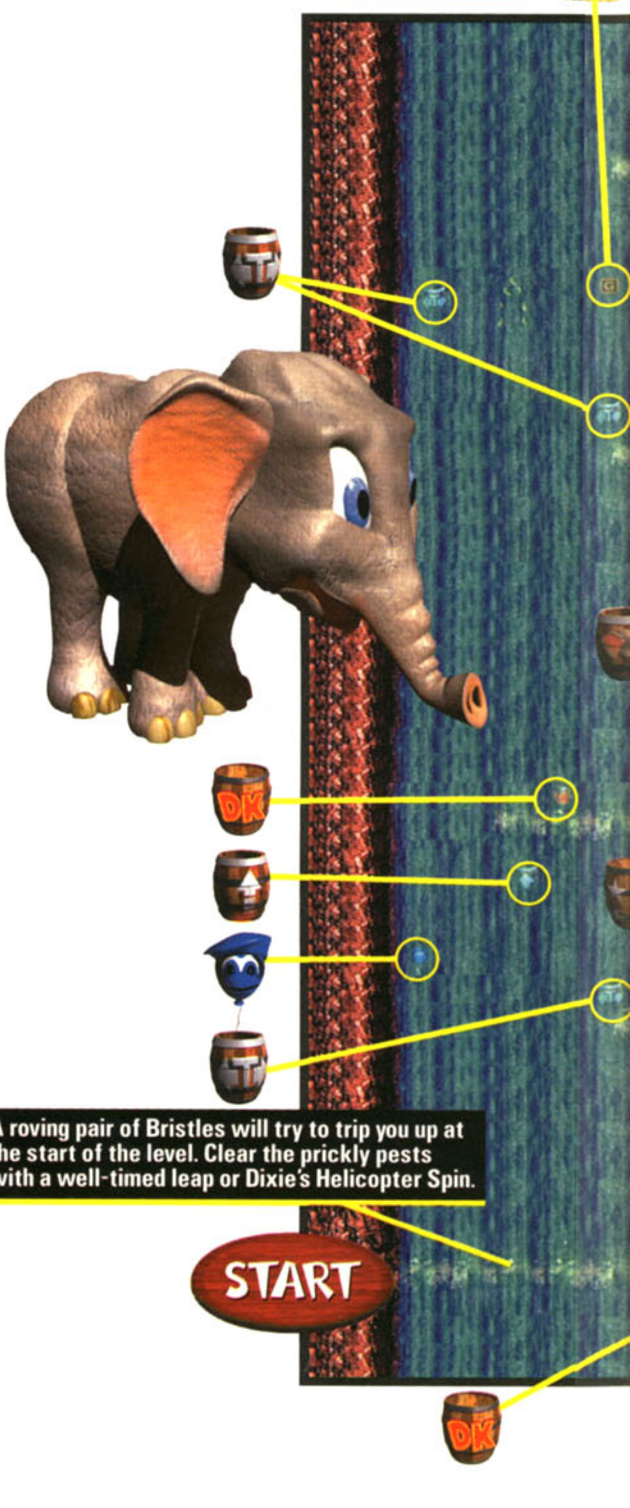
BONUS AREAS



Can you drop seven Knik-Knaks in only 25 seconds? Dixie or Kiddy would be easy to use, but it might take several attempts until you're used to Ellie's jumping techniques.



It's the ultimate Tracker Barrel challenge! Collect 70 stars in 25 seconds using only two Tracker Barrels. If you carefully aim for all the stars, you won't have any problems.

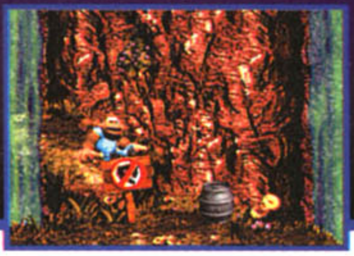


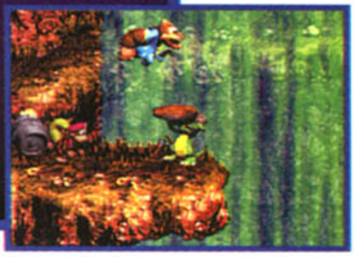
A roving pair of Bristles will try to trip you up at the start of the level. Clear the prickly pests with a well-timed leap or Dixie's Helicopter Spin.

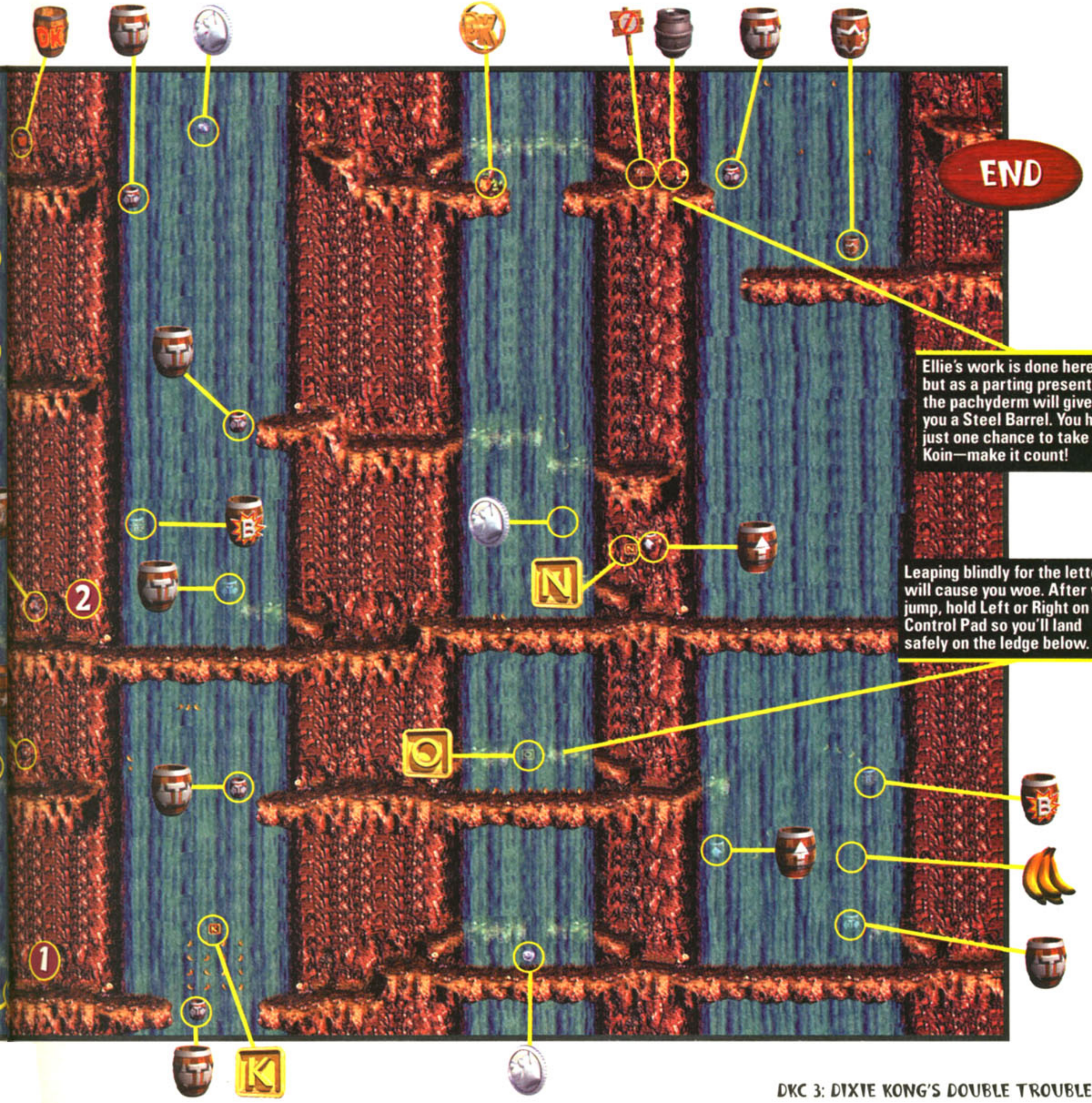
COTTON-TOP COVE

Smarter Than the Average Koin!

Ellie gives you one Steel Barrel to use on Koin, so if you miss, you'll have to try again from the Star Barrel or the beginning of the level. Toss the barrel at the wall on the left, then jump to the right on top of Koin. He'll be holding you up when the barrel crashes into him.







Ellie's work is done here, but as a parting present, the pachyderm will give you a Steel Barrel. You have just one chance to take out Koin—make it count!

Leaping blindly for the letter O will cause you woe. After you jump, hold Left or Right on the Control Pad so you'll land safely on the ledge below.

FISH FOOD FRENZY

Fish Food Frenzy is one of the most unusual underwater levels in the game. Feed your fishy friend Nibbla as you explore the depths. If you fail, you'll be his catch of the day!

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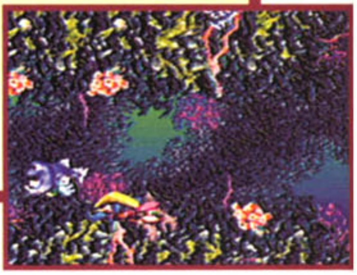
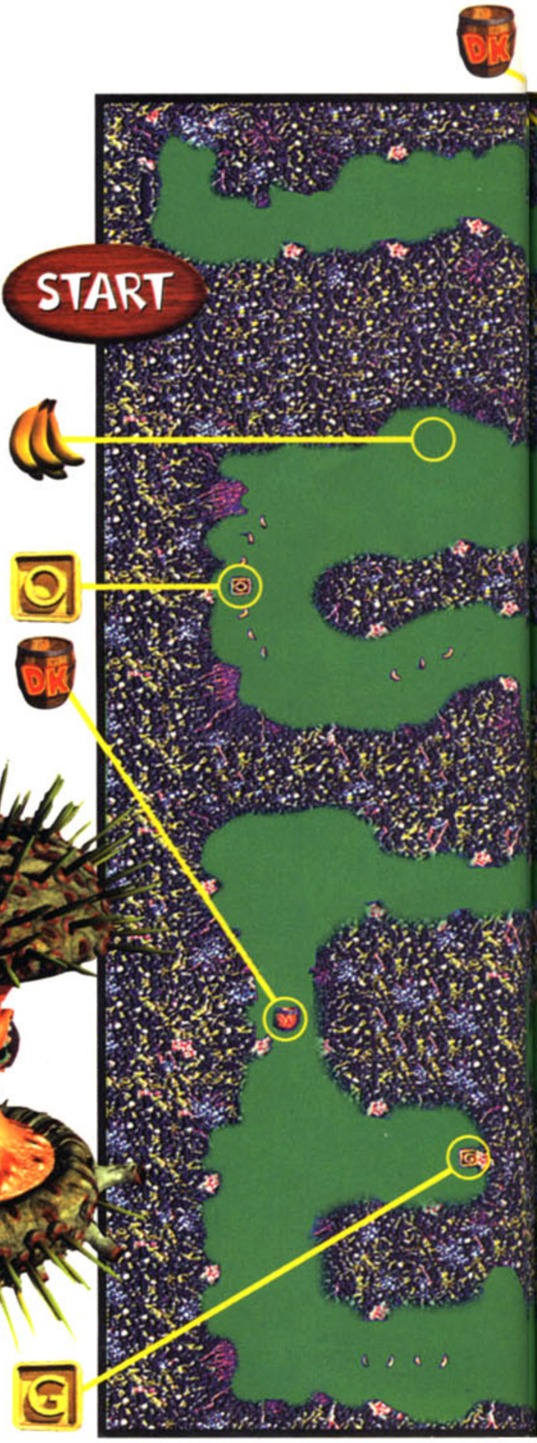
1 Feeding Frenzy!!!

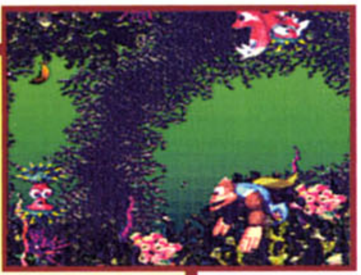
Unlike other levels where Nibbla stalked you beneath the waves, this fearsome fish is your friend in Fish Food Frenzy–as long as he's being fed. Watch Nibbla's color–if he starts to turn red, he'll become so hungry that he'll eat anything, including you!

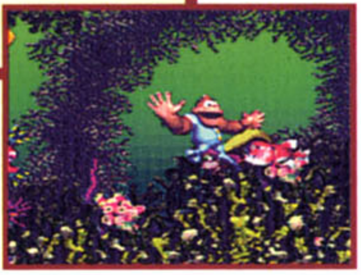




2 Don't Eat the Spiny Things!

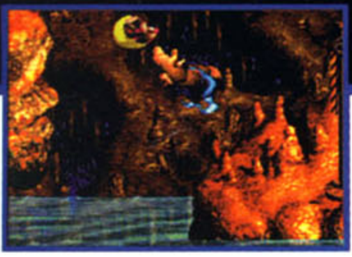
Nibbla is a hungry fish, but he's picky about his food. If Nibbla gobbles up one too many Lurchins, he'll turn red and take a nasty bite out of you.

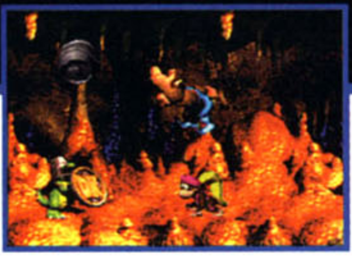




KOIN'S KAVERN

You'll swim inside Koin's Kavern after you leave Nibbla behind. Jump and throw Dixie up onto the left ledge to reach Koin's secret hideaway. Throw the Steel Barrel behind him to steal his DK Coin.





BONUS AREAS

How fast can you swim? Fast enough to pick up 15 green bananas in 35 seconds? This bonus area doesn't have any enemies, but if you're not quick, you'll run out of time.

This is Nibbla's bonus area! Gobble up all ten fish before 40 seconds expire. This can be challenging since Nibbla has a mind of his own and prefers to swim behind you.

COTTON-TOP COVE

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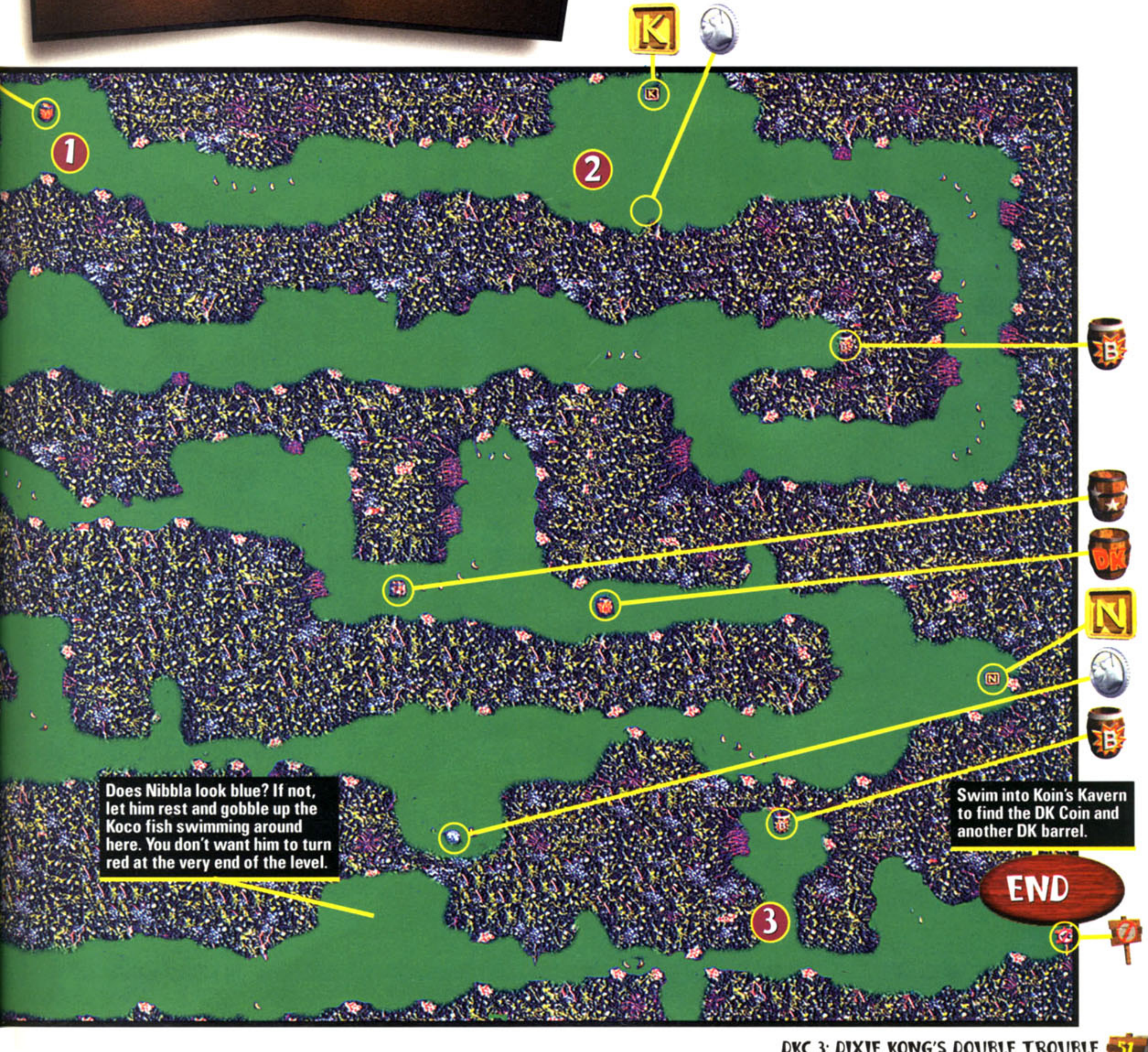
The Last Lurchin Lunch

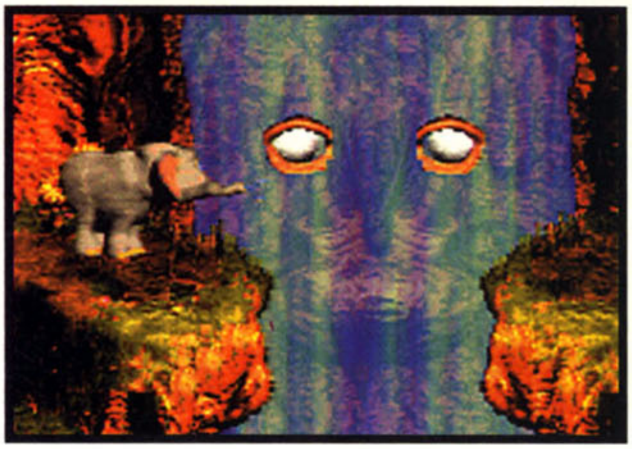
The final Lurchin in Fish Food Frenzy is the only spiny thing you want Nibbla to eat. This last Lurchin guards the path leading up to a Bonus Barrel. Munch it, then swim upward.

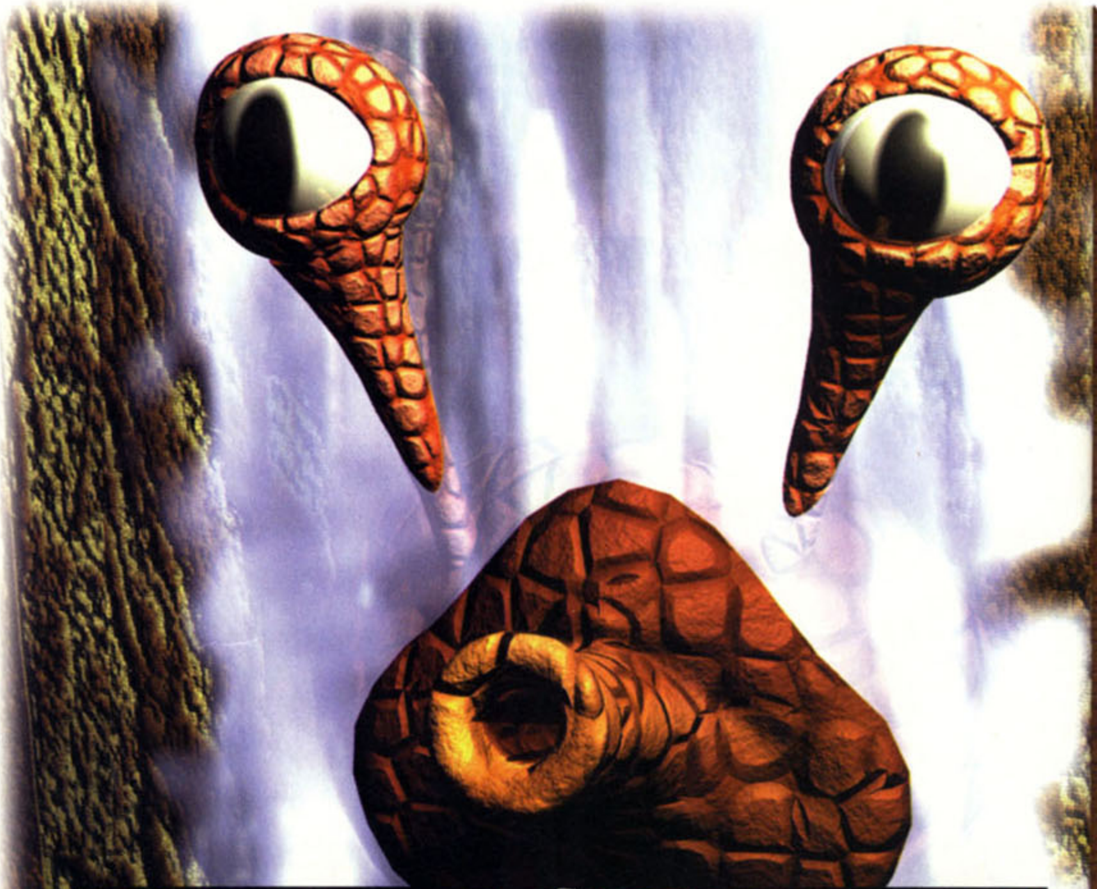


Does Nibbla look blue? If not, let him rest and gobble up the Koco fish swimming around here. You don't want him to turn red at the very end of the level.

Swim into Koin's Kavern to find the DK Coin and another DK barrel.

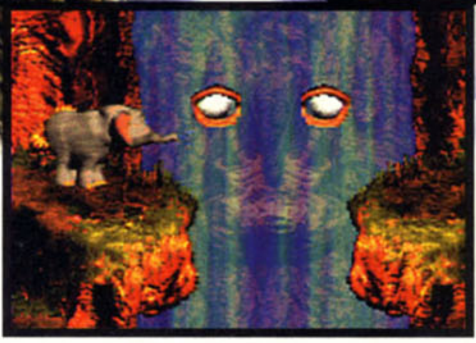
SQUIRT'S SHOWDOWN

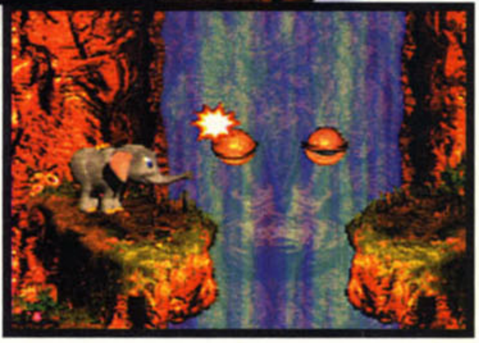


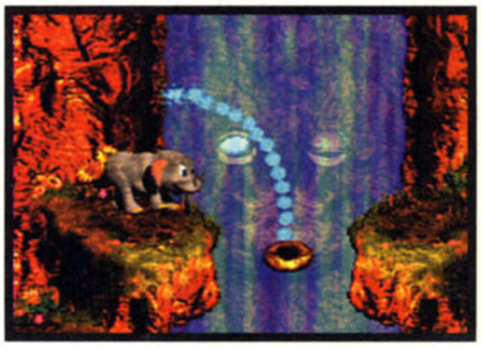


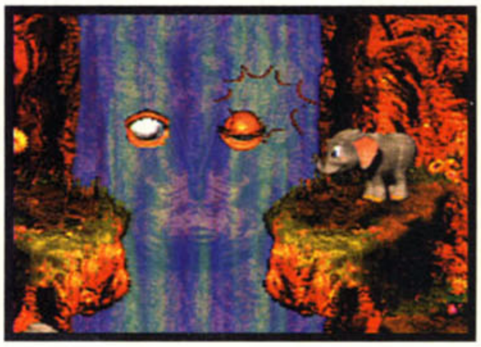
Stay High and Dry

Squirt's Showdown tests your jumping skills on the slippery rocks in front of a waterfall. One wrong move and you'll tumble into the mist below. Your first concern should always be your footing. Ellie's large feet slide easily on slippery surfaces, and this can be the most challenging aspect of the entire battle. Plan your leaps carefully and target a specific flat, broad portion of each boulder where you want Ellie to land. Squirt's powerful water attack rotates around the rocks. Stay ahead of the water spout by jumping across the rocks ahead of the geyser. Whenever Squirt isn't trying to wash you away with his water spout, load up Ellie's trunk with water. You can do this by holding Down on the Control Pad while pressing the A Button, or by pressing the L Button while standing near the falls. Loading water can take a few seconds, so make sure you do it when there is no threat of being washed away. Spray water into Squirt's eyes whenever he peeks out from the waterfall. Your jumping skills and patience play a larger role in this battle than fast reflexes or accurate shooting. Take your time and jump and spray water whenever you're not in danger of falling off the falls. As you progress through the fight, Squirt's attacks will last longer, but if you stay ahead of his dangerous wall of water, you'll have no problem remaining high and dry. Once you defeat Squirt you'll find a ski. If you already have two skis, go back to Funky's Rentals and give the skis to him. He'll make you a speedy watercraft that can blast you up over some of the shorter waterfalls in the Northern Kremisphere. Now you can explore some of the toughest and most exciting terrain in the game.

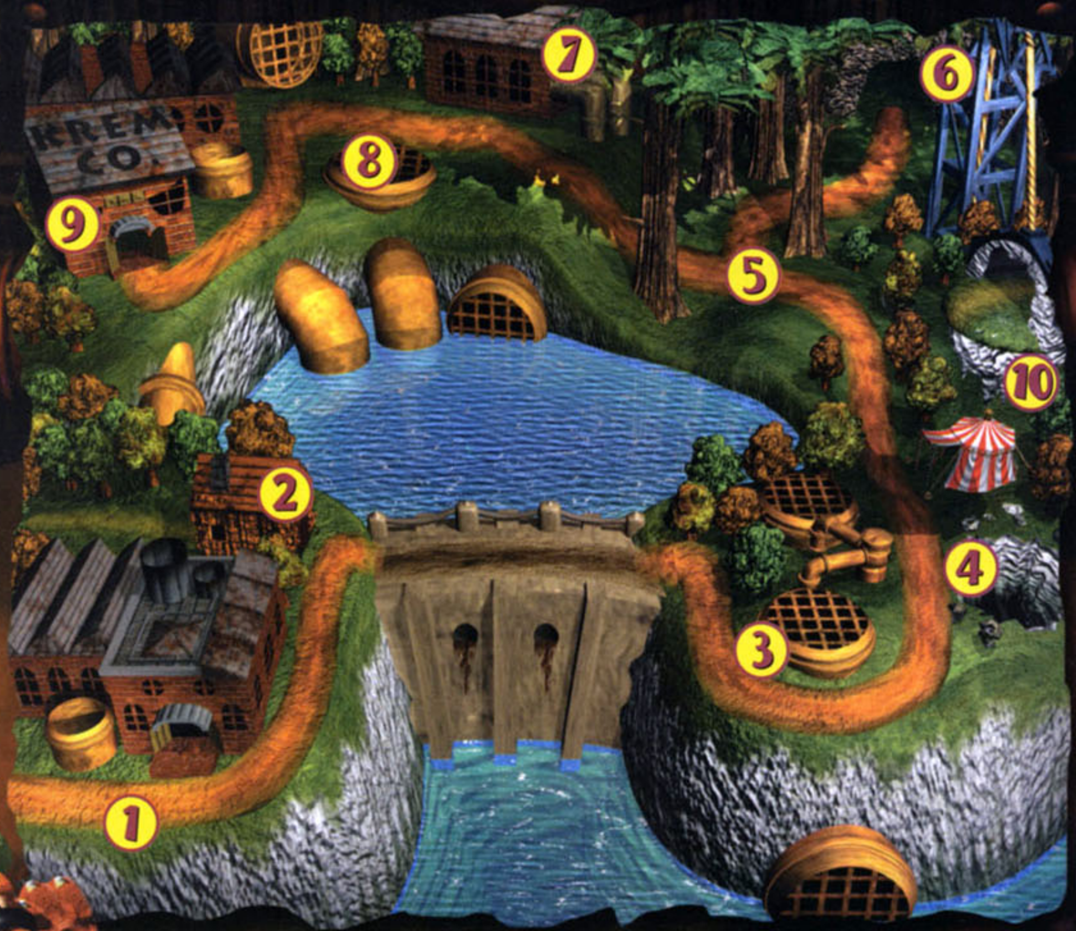








MEKANOS



Bazooka Bear

Tally ho, young Kongs! I say, wouldn't it be smashing to fire off Big Bessie again?! If I only had a suitable projectile...the old girl hasn't growled for must be ages now...I wonder if she still has her old bang?

1. Fire-ball Frenzy
2. Bazooka's Barracks
3. Demolition Drain-pipe
4. Swanky's Sideshow
5. Ripsaw Rage
6. Wrinkly's Save Cave
7. Blazing Bazukas
8. Low-G Labyrinth
9. Kaos Karnage
10. Sky-High Secret

FIRE-BALL FRENZY

The Krem Company factory operates around the clock, and Karbine is there to ensure that the Kremlings keep their noses to the grindstone. A productive Kremling is a happy Kremling!

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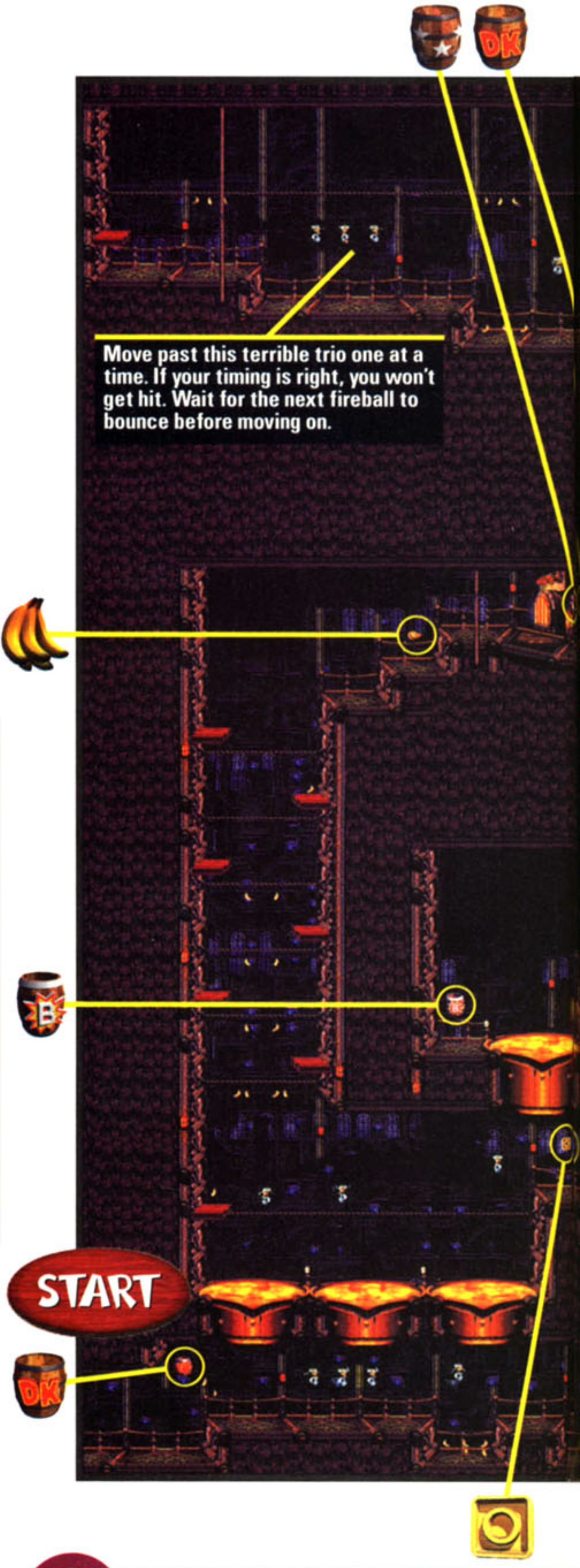
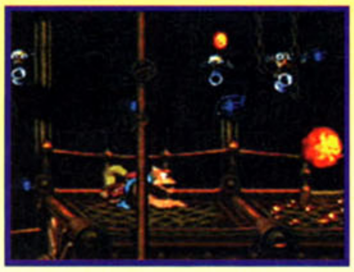
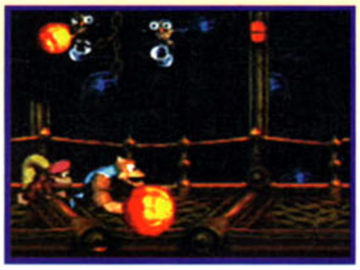


Move past this terrible trio one at a time. If your timing is right, you won't get hit. Wait for the next fireball to bounce before moving on.

1 Incoming!

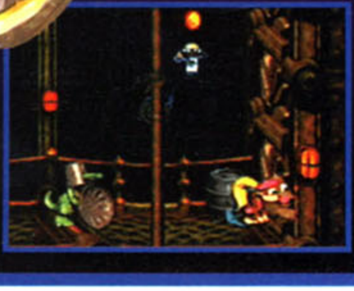
Karbine's fireball thrower spits out a flaming round every few seconds, and it will seem at first that you can't slip by without getting hit. Once the fireball bounces, however, you can pass right through it without singeing a single hair. By the second half of the stage, Karbine will be joined by a whole squadron of his cronies. If you can't see all of your enemies onscreen at once, listen for the boom of their guns to get an idea of their attack pattern before you charge ahead.

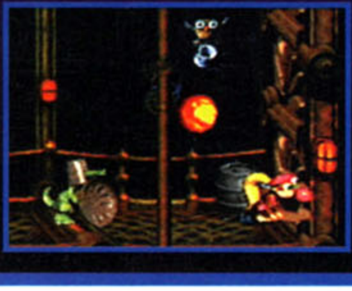




TIGHT FIT

With Koin so close to the edge and Karbine hovering above, it's difficult to take the Steel Barrel over to the left side of the platform. Just make a small hop onto Koin's shield, then throw the barrel to the right to bounce it off the wall.

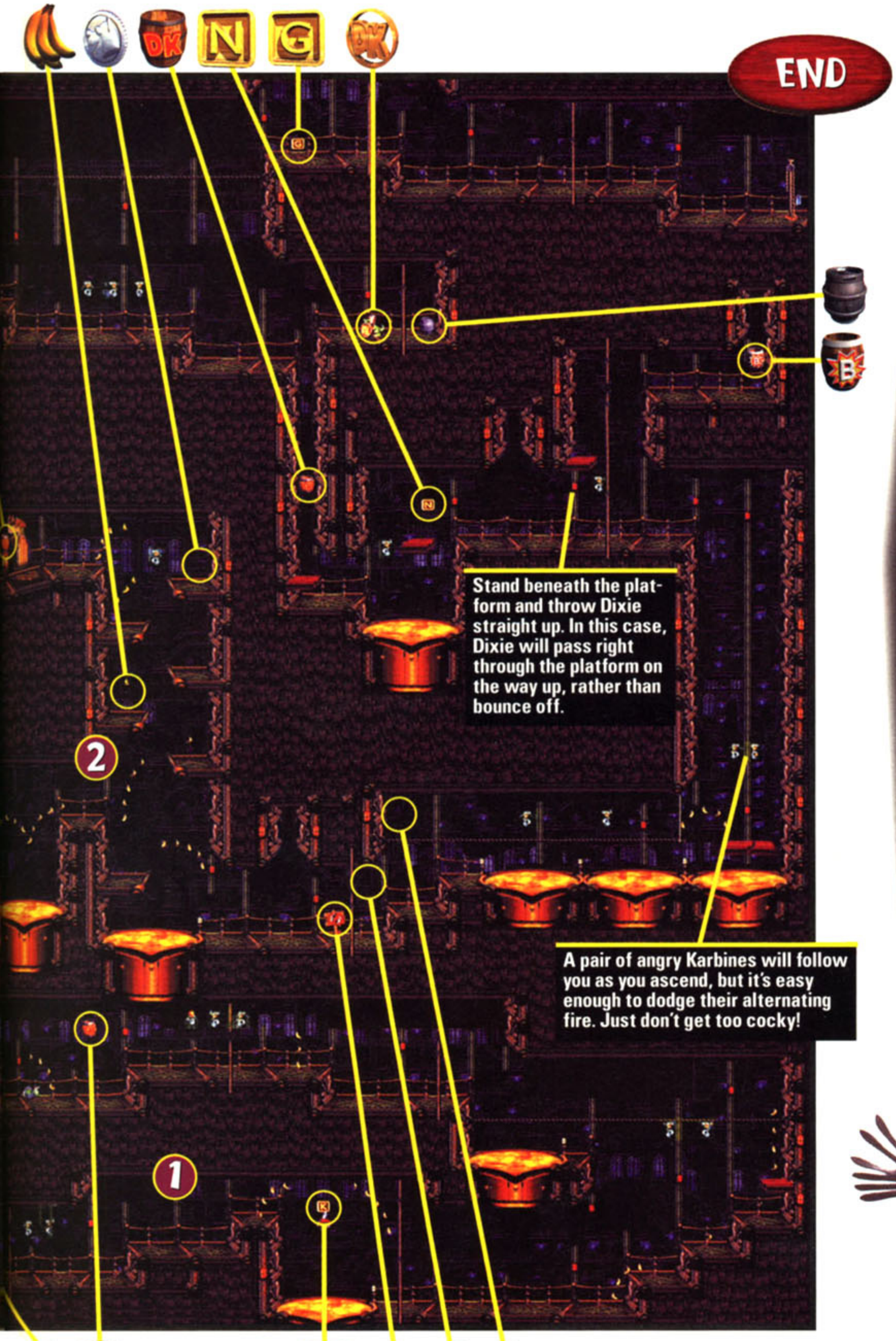




2 Look Out Below!

To avoid the mother of all hotfoots, Helicopter Spin or roll jump off this platform. To perform Kiddy's roll jump, roll off the edge of a platform and press B after a moment or two. The banana trail off to the left shows you where to jump.

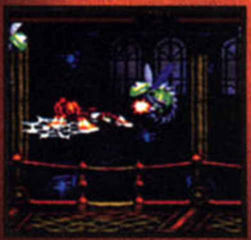
MEKANOS



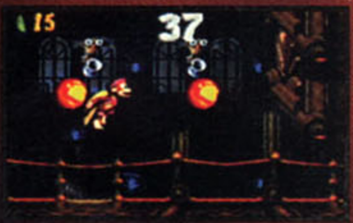
Stand beneath the platform and throw Dixie straight up. In this case, Dixie will pass right through the platform on the way up, rather than bounce off.

A pair of angry Karbines will follow you as you ascend, but it's easy enough to dodge their alternating fire. Just don't get too cocky!

BONUS AREAS



Tie up your enemies with Squitter's attack webs before the timer runs out. You can fire at angles using the Control Pad.



Collect 15 green bananas while dodging double-barreled trouble. It's often better to let a banana disappear than risk getting hit by a fireball.

DEMOLITION DRAIN-PIPE

Navigating this Knik-Knak strewn course is difficult, even with a map, but there are four DK Barrels to help keep you going. Don't follow your instincts; follow the bananas!

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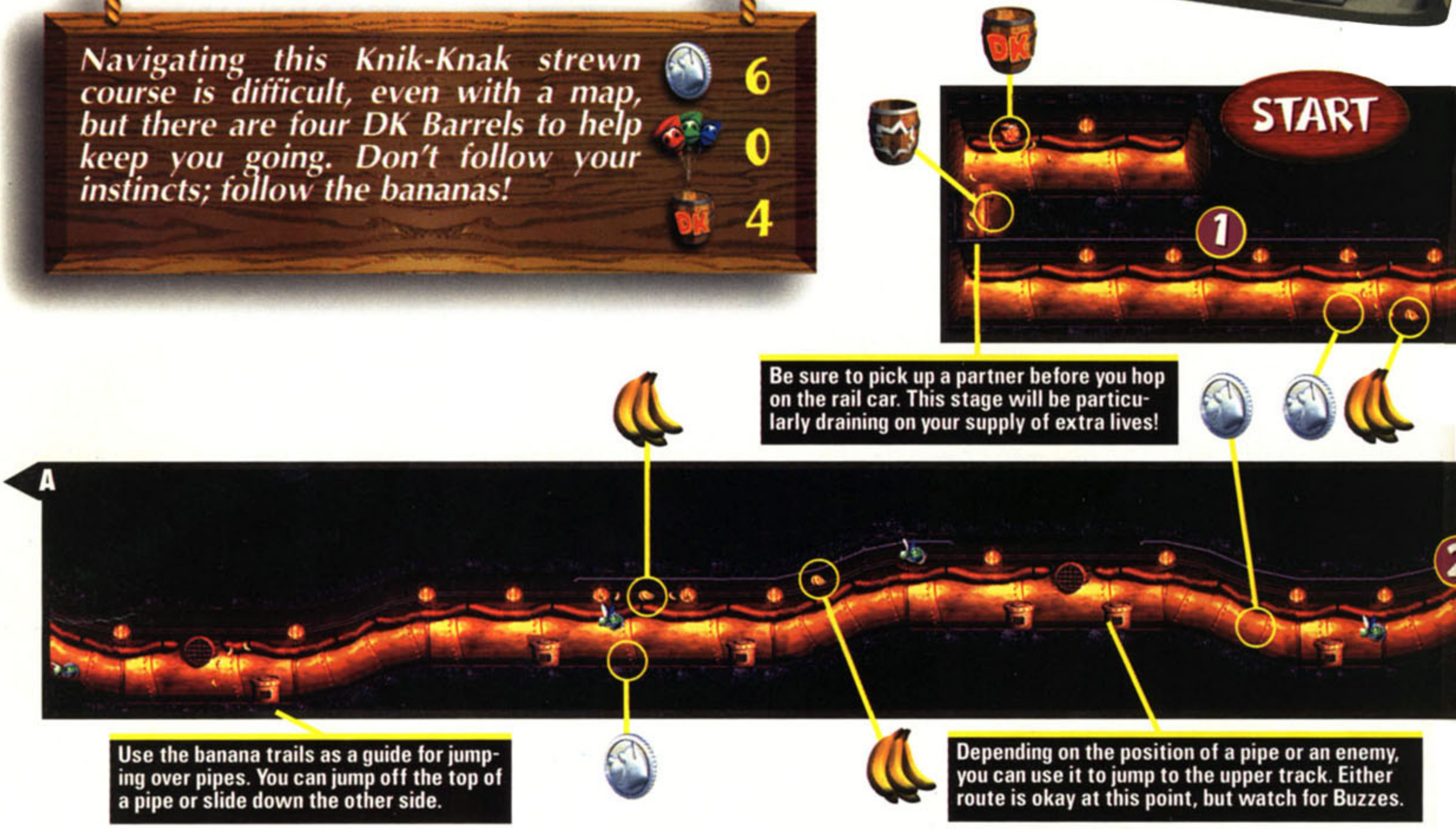
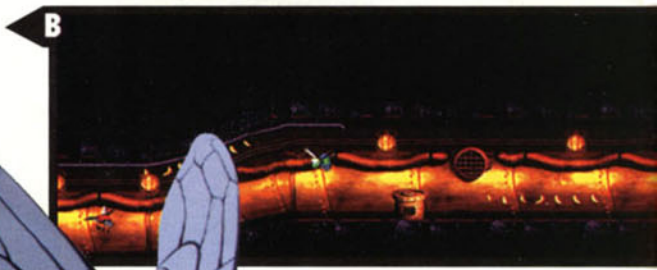


Be sure to pick up a partner before you hop on the rail car. This stage will be particularly draining on your supply of extra lives!

Use the banana trails as a guide for jumping over pipes. You can jump off the top of a pipe or slide down the other side.

Depending on the position of a pipe or an enemy, you can use it to jump to the upper track. Either route is okay at this point, but watch for Buzzes.



BONUS AREA

This Bonus Area is short, but not exactly sweet. You must defeat all of the Knik-Knaks along the track to make the Bonus Coin appear. They appear one right after the other, so as soon as one enemy is defeated, be ready to jump up or drop down to get the next one. The Bonus Coin will appear on the lower part of the pipe. If you fail, there's no way to get back here unless you complete the stage and return or get defeated in the main stage and start over!

2 Do

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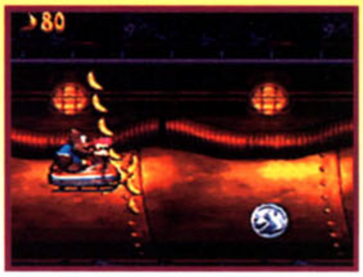
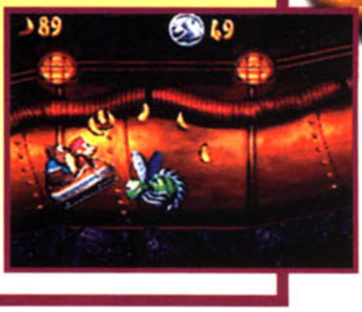
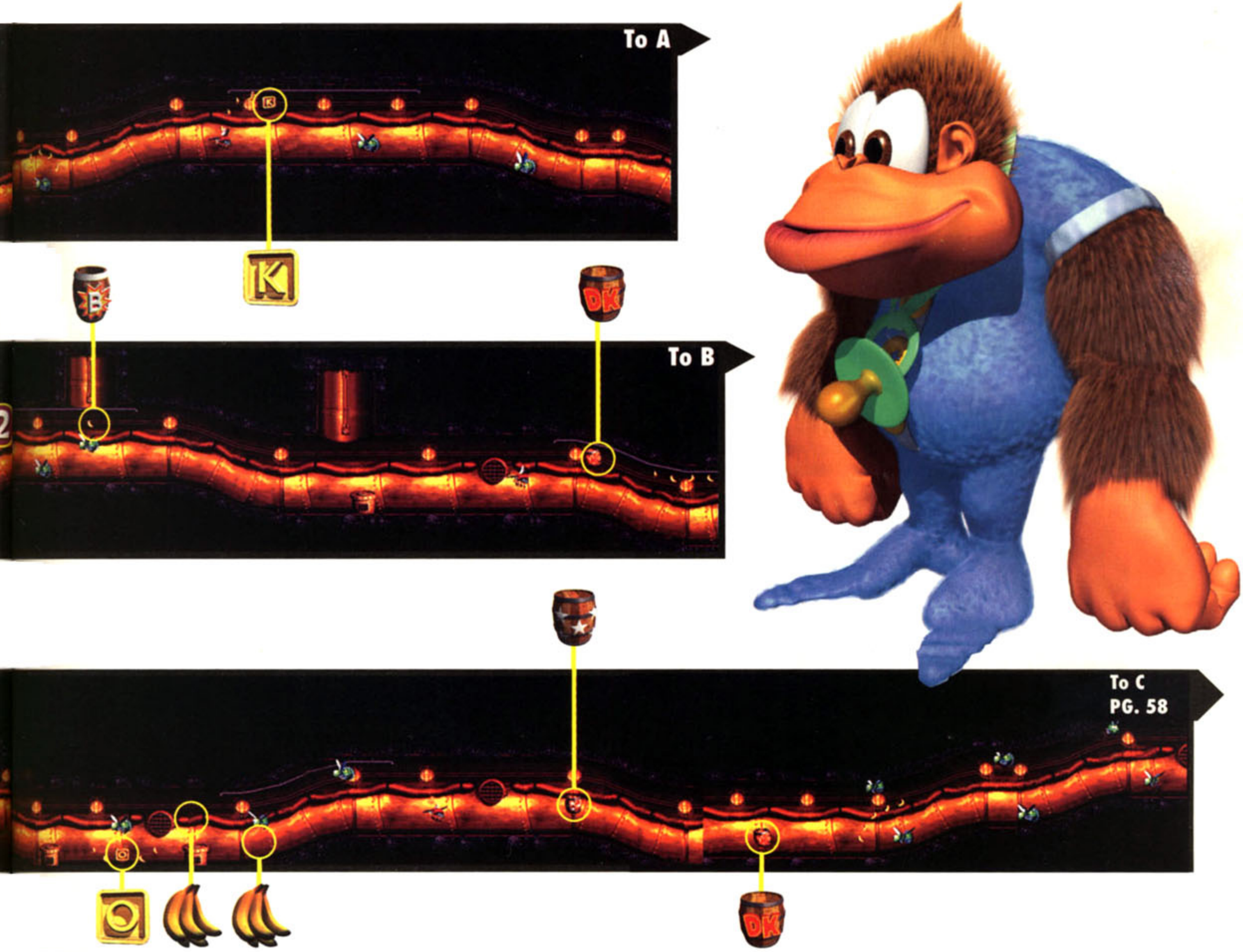
1 Runaway Train

Once you hop into the rail car, you'll barrel along automatically from left to right. Press Down and jump to drop off the elevated track. Hitting enemies and pipes head-on will cause you to lose a partner, but you can often jump up and bounce off these obstacles to latch on to the upper track. You can press Left on the Control Pad to slow down slightly, but the default speed is best.

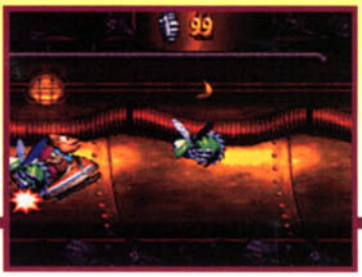


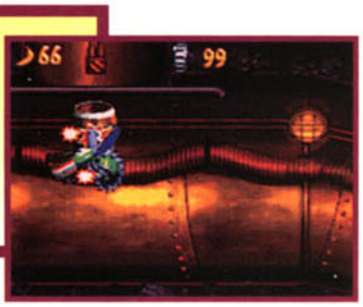




High Jump

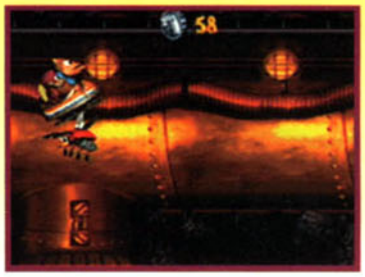
Bonus Barrel in this stage is marked by a lone banana along the upper two Buzzes to reach it. Make sure that you're on the lower part of the pipe slope. If you're on the upper track, and you wait until you see the green way before you drop down, you might throw off your timing for the jump.

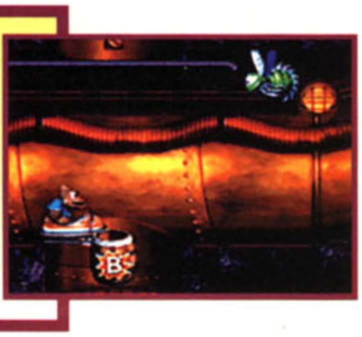


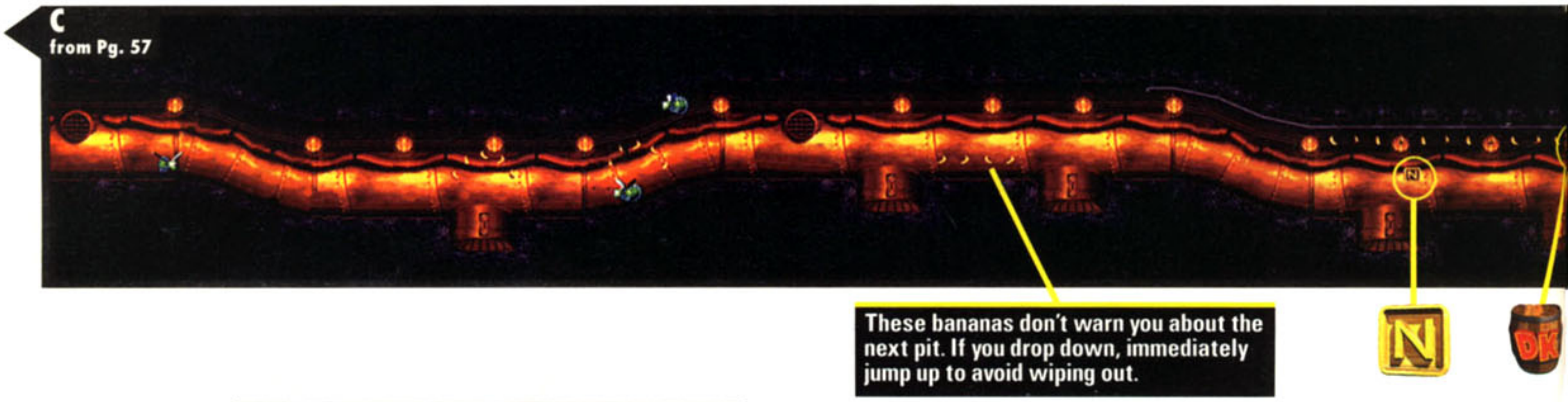


3 Quick Response

Up until now, you've probably learned to avoid the pits along the bottom of the pipe. (You can jump out of them safely, but the timing is tricky.) In this case, you should bounce off the Knik-Knak to avoid the first pit, then immediately drop down into the second one. A single banana in the middle of the pit marks the location of a Bonus Barrel.

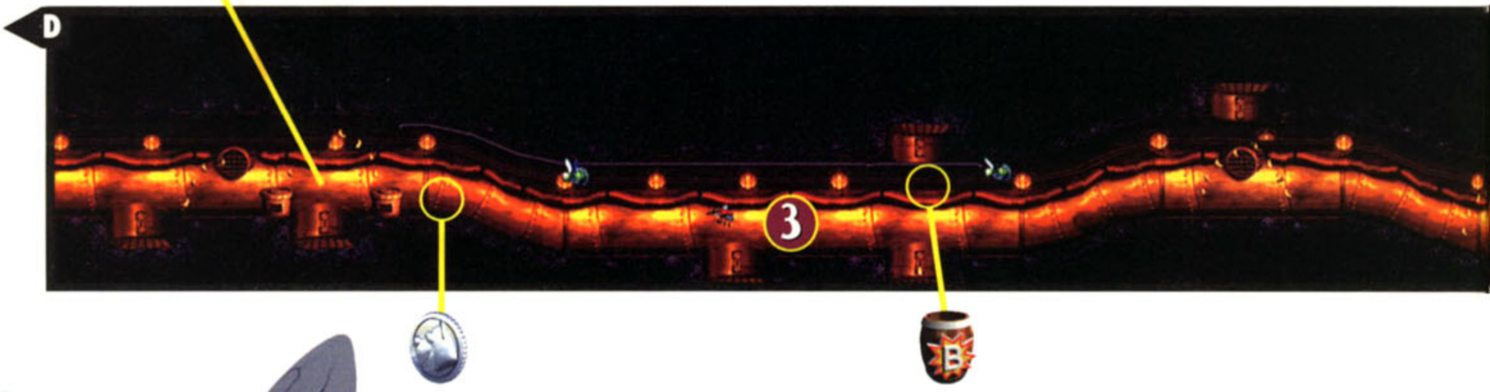


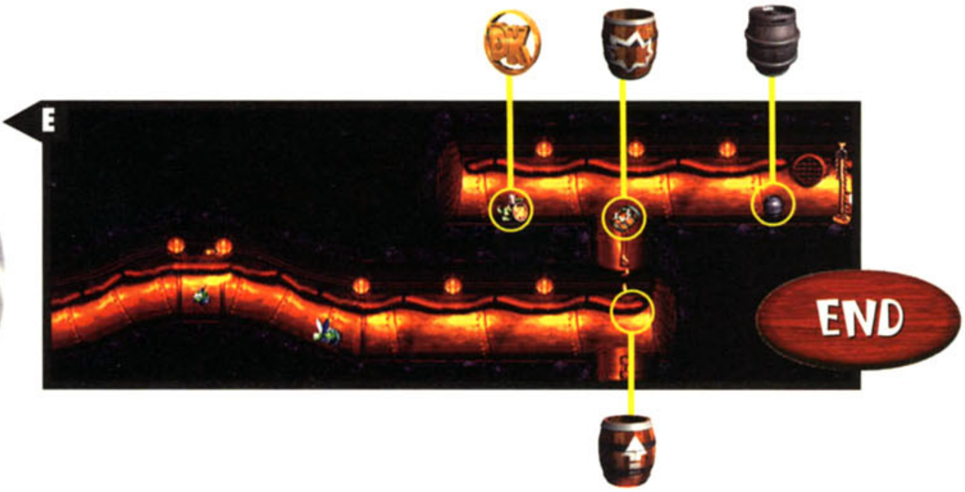




These bananas don't warn you about the next pit. If you drop down, immediately jump up to avoid wiping out.

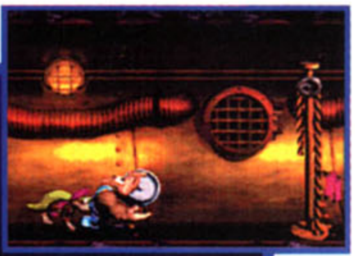
Jump from one pipe to the next, but don't take the upper track. Stay on the lower part of the pipe to pick up the Bear Coin and avoid the green Buzz.

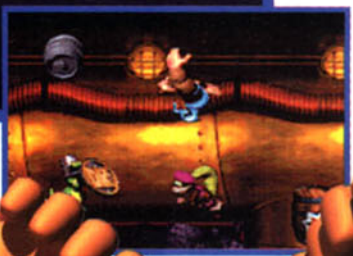


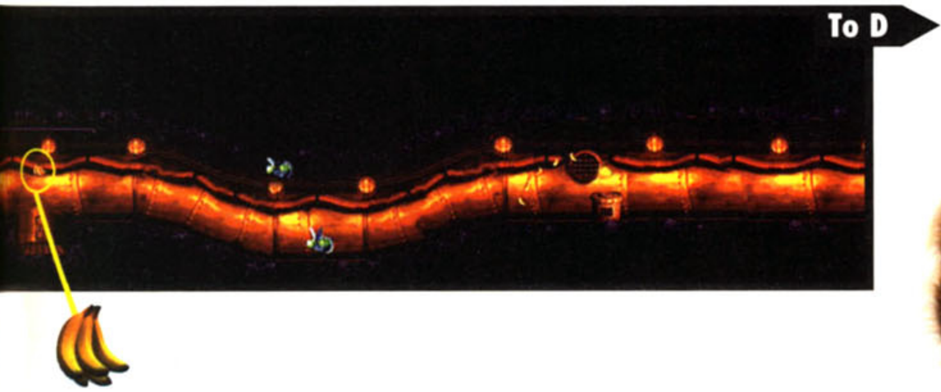


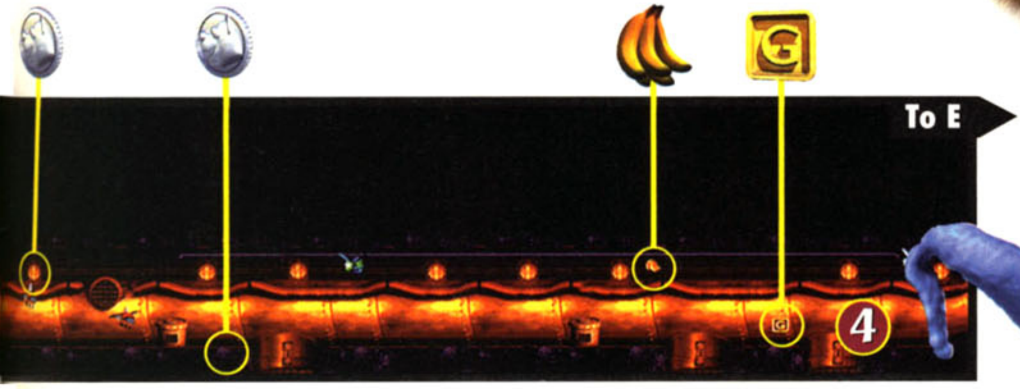
No Big Deal

Compared to the rest of this grueling stage, getting the DK Coin payoff will be child's play. When you reach the end of the course, hop up into the Auto-fire Barrel to reach the upper pipe. Grab the Steel Barrel on the right and jump over the gap to the left. Stand on top of Koin's shield and throw the barrel to the left.



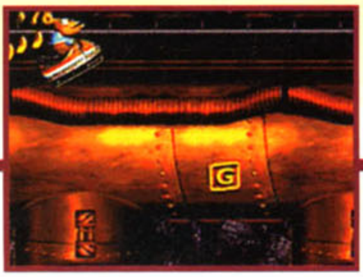


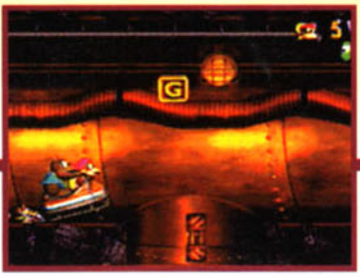




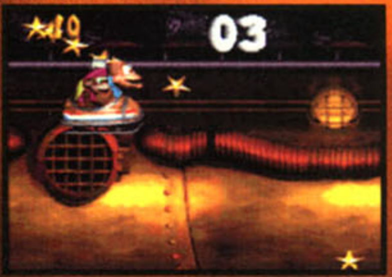
4 High or Low Road?

You can take either the upper or lower path to pick up the letter G, but either way, timing is crucial. You can boost yourself to the upper track and then drop down after the first pit, or you can jump over the pipe and then jump again immediately to clear the first pit. Jump just as you're collecting the letter G to avoid the second pit.





BONUS AREA



After the first group of stars, watch for the two green Buzzes that appear one after the other. Be ready to drop down and then bounce back up to the upper track, all in one motion.

RIPSAW RAGE

The Kremlings will stop at nothing, not even cutting down an entire forest, to get you. There are no side paths to explore here, so just try to stay ahead of the runaway saw!

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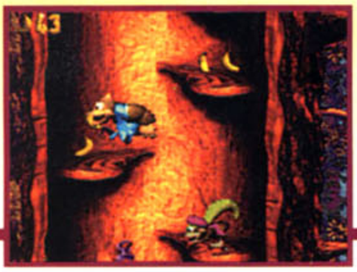
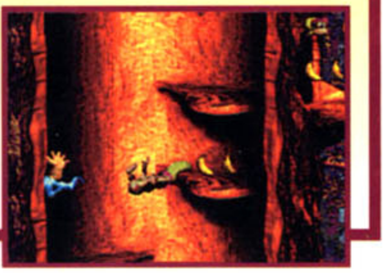
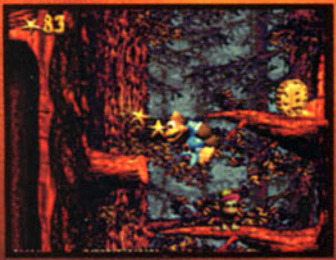
1 Sawdust Memories

There's a huge saw that will follow you as you make your way upward, and if you dillydally too long in one spot, the Kremlings will be having chopped ape burgers for lunch! Keep moving and jump as soon as the next branch or step appears. You can jump right through the shorter branches and platforms.

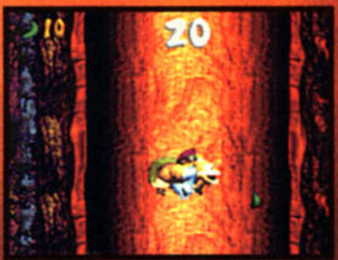




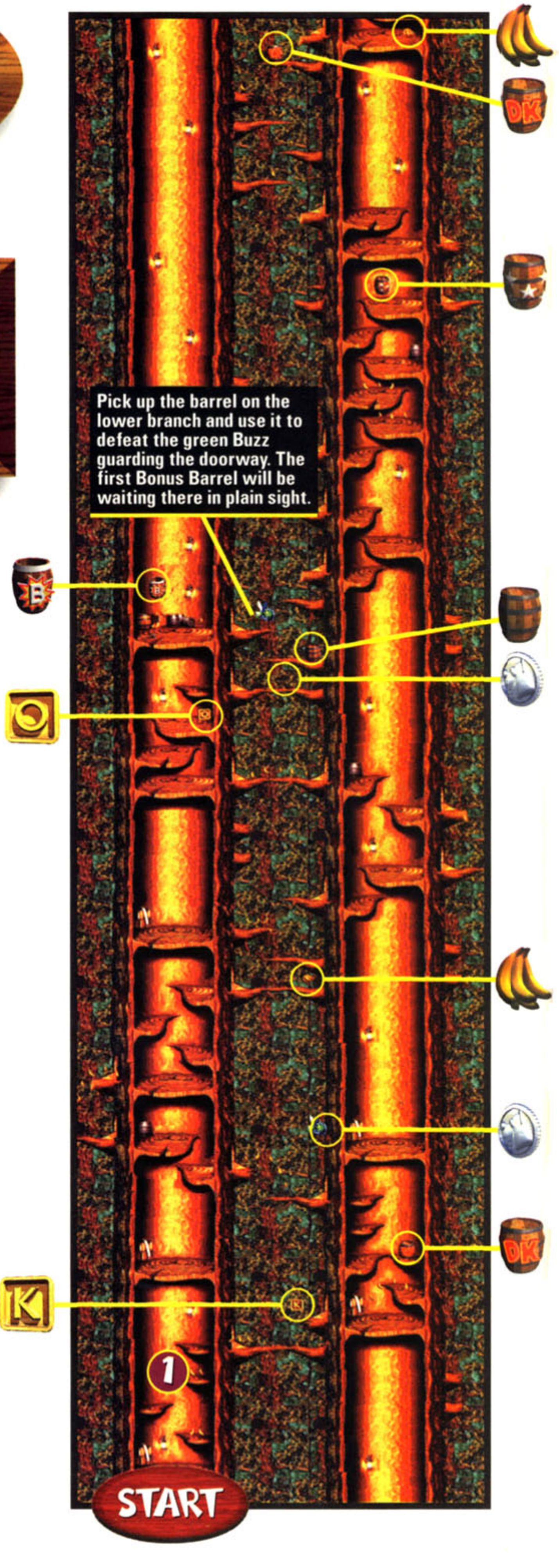
BONUS AREAS



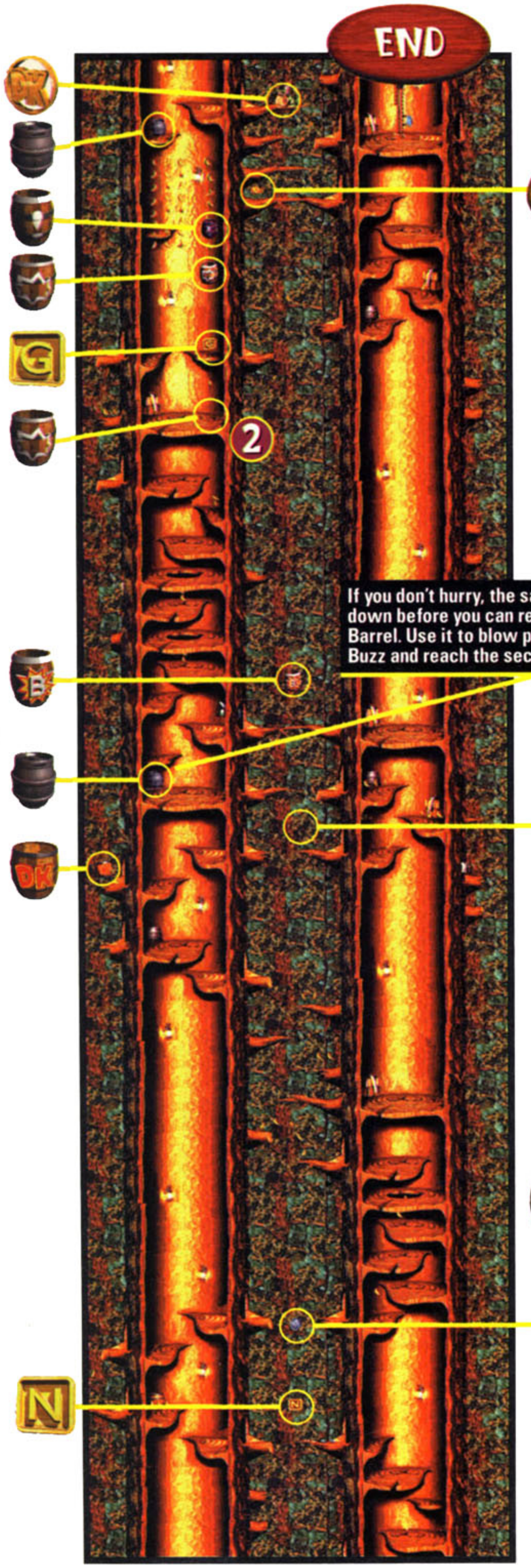
This Bonus Area is just like the main stage, though it scrolls a bit faster. Just follow the trail of bananas upward to find the Bonus Coin.



You'll become invincible automatically when you enter this Bonus Area. Ride the saw blade as it rises and collect 15 green bananas before you reach the top of the tree.



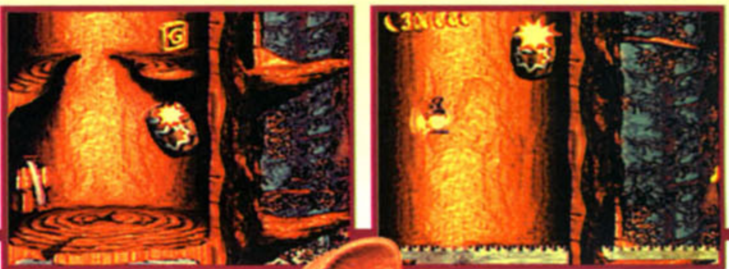
Pick up the barrel on the lower branch and use it to defeat the green Buzz guarding the doorway. The first Bonus Barrel will be waiting there in plain sight.



If you don't hurry, the saw will cut you down before you can reach this Steel Barrel. Use it to blow past the green Buzz and reach the second Bonus Barrel.

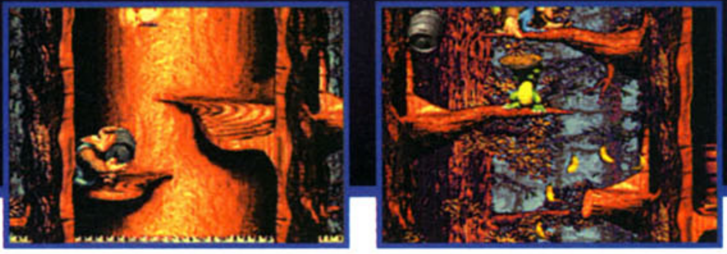
2 Shortcut to Koin

Duck below the platform where the letter G is to find an invisible Auto-fire Barrel. You'll fly up to another Auto-fire Barrel and then to an Invincibility Barrel. Ride the saw blade upward, collecting bananas as you go. Jump to the upper left platform before your invincibility wears off.



Branch 'n' Barrel

If you manage to collect the Invincibility Barrel, jump up and to the left to find the Steel Barrel, then go up and to the right to find Koin. If you take the right-hand path instead, follow the course until you see the flagpole at the end of the stage. Jump up and to the left to find Koin. With the Steel Barrel in hand, stand on the far right side of the branch just above Koin's head. (If you stand too far to the left, the barrel will bounce off Koin's shield.) Toss the barrel to the left to catch him unawares. Collect the DK Coin and proceed to the end of the stage.



BLAZING BAZUKAS

Take a tiptoe through the TNT in this high-tech, high-explosive factory! To cross gaps, bounce along the barrels (except the TNT Barrels) that Bazuka shoots.

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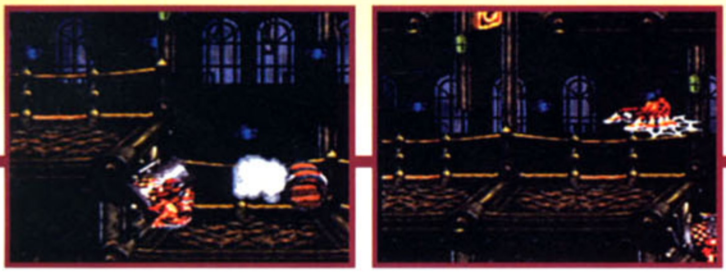
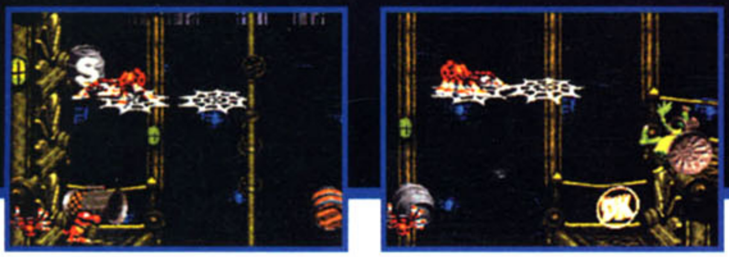
1 Megaton Menace

Carry the TNT Barrel to the left and give Bazuka a taste of his own medicine. Even if you miss or your barrel gets blown up, you can still hop into the Squitter Barrel behind him. Use platform webs to backtrack to the first Bonus Barrel.

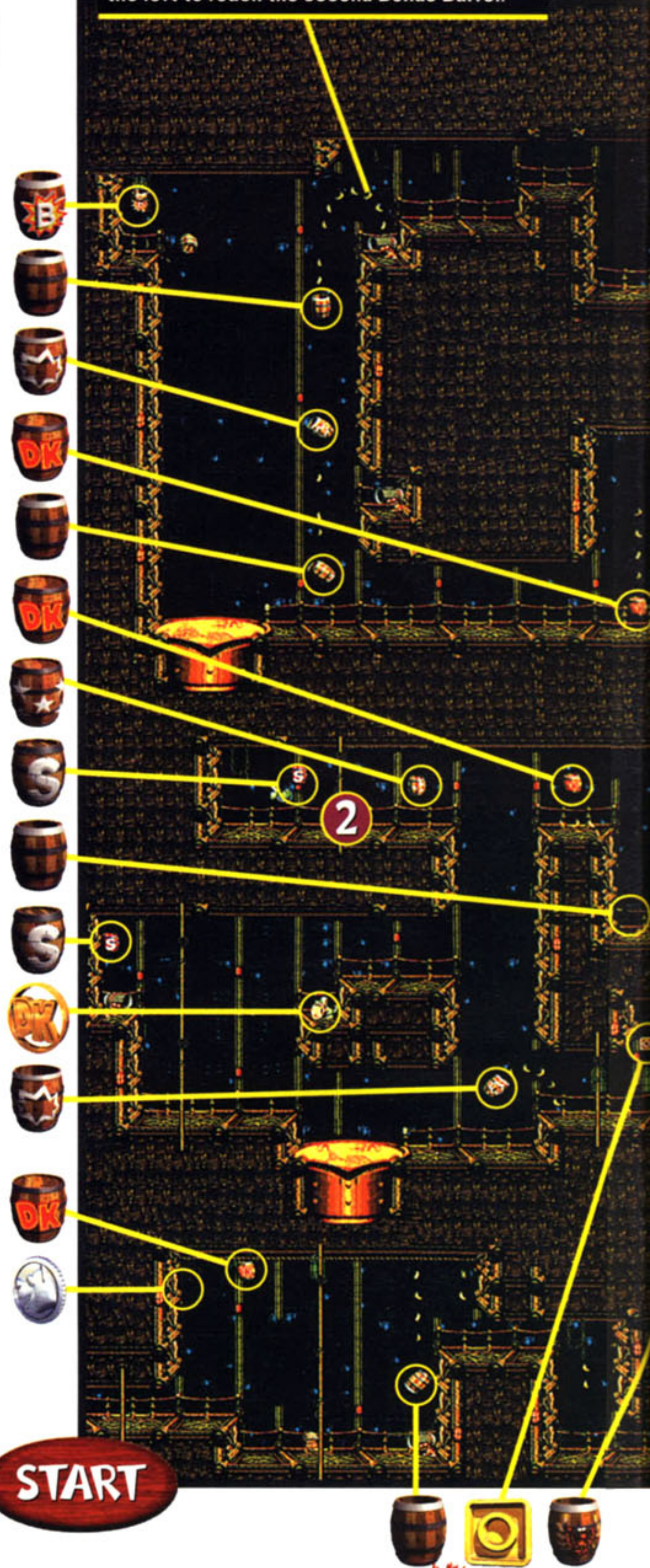


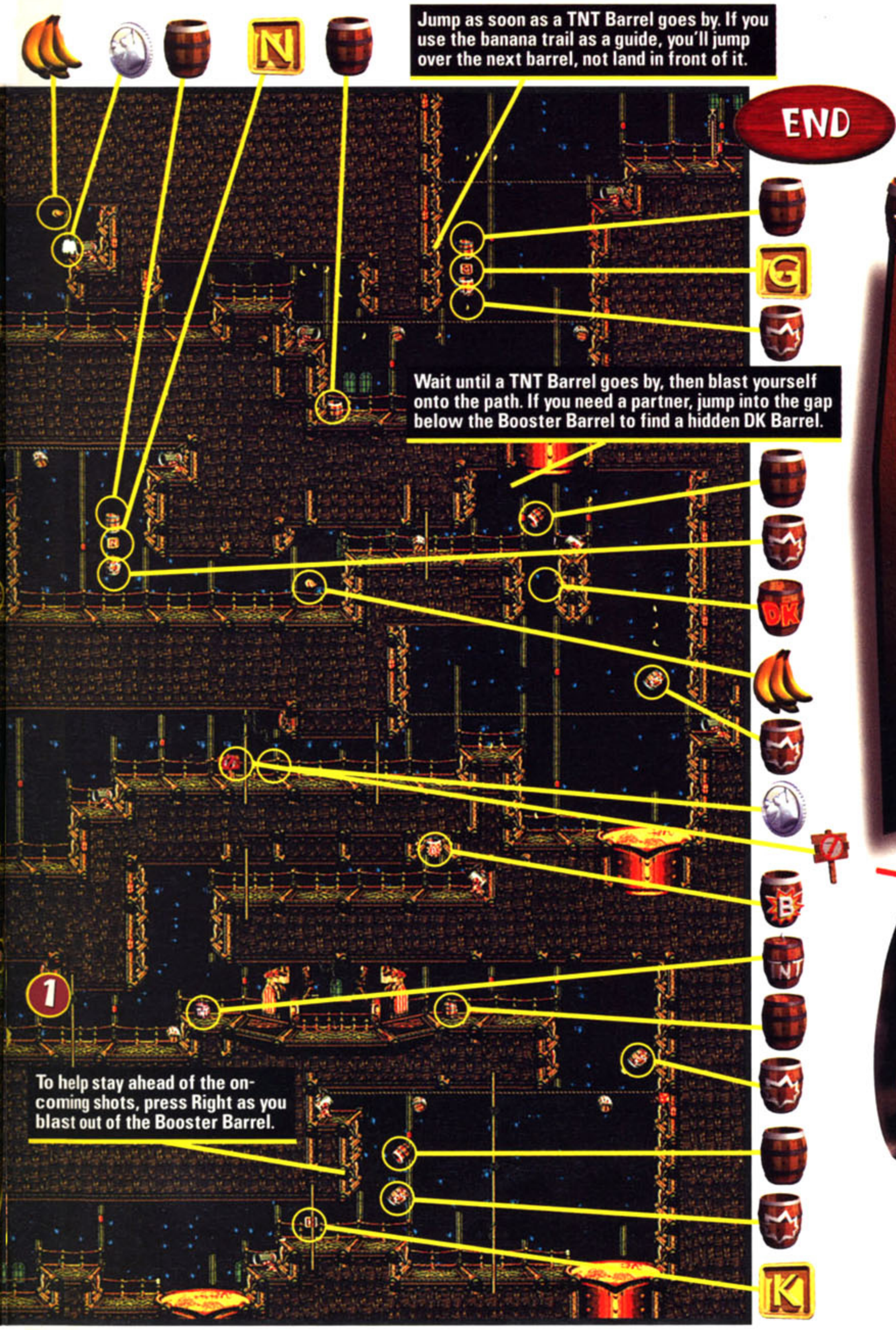
SWITCHEROO

Getting the DK Coin in this stage is much easier if you've changed into Squitter. From where Koin is standing, use platform webs or, if you're using Dixie, the Helicopter Spin to go left across the gap. Bazuka is there, shooting at Koin, but his regular Barrels have no effect. While avoiding Bazuka's shots (by standing on his head), jump up and hit the Switch Barrel to change his ammo temporarily to Steel Barrels. Go back to the platform on the right and stand so Koin is facing away from the incoming fire. His own Kremling cohort will shoot him in the back with a Steel Barrel!



Blast yourself up and to the right to land behind Bazuka's head. Helicopter Spin over to the left to reach the second Bonus Barrel.



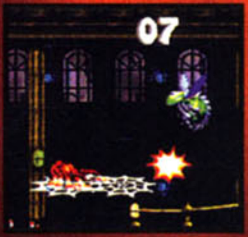


Jump as soon as a TNT Barrel goes by. If you use the banana trail as a guide, you'll jump over the next barrel, not land in front of it.

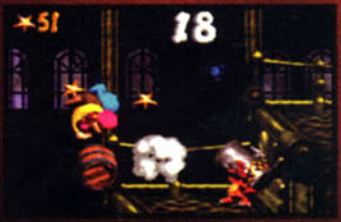
Wait until a TNT Barrel goes by, then blast yourself onto the path. If you need a partner, jump into the gap below the Booster Barrel to find a hidden DK Barrel.

To help stay ahead of the oncoming shots, press Right as you blast out of the Booster Barrel.

BONUS AREAS



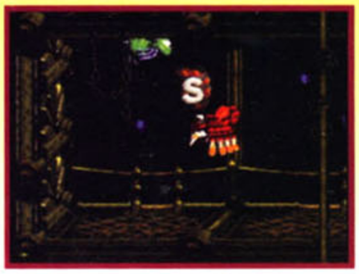
Weave a series of platform webs to get to the Bonus Coin on the right side of the stage. You don't have to defeat all the enemies to make it appear.

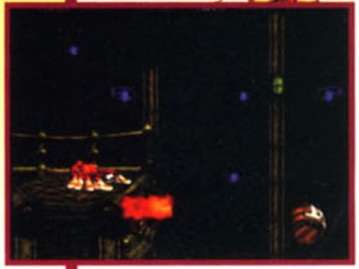


Jump into the Booster Barrel, then blast yourself up and to the right. Time your shot so that you'll bounce off of Bazuka's shots as you come down.

2 One More Time

After you've gotten the DK Coin, follow the main path up and to the left. Hit the Star Barrel to save your progress, then hit the Switch Barrel. The Bazuka to the right will switch temporarily from TNT Barrels to regular Barrels. Bounce along his line of fire to get across the gap. Be sure to hit the Switch Barrel only once. If you accidentally hit it twice, it will change Bazuka's ammo back to TNT Barrels.





LOW-G LABYRINTH

The Kremlings have somehow reduced the force of gravity in this maze, which will both slow down and exaggerate all of your movements. Scout ahead and plan each jump carefully.

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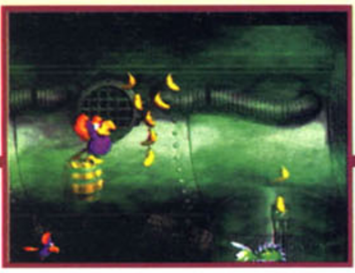
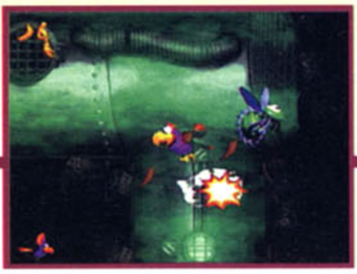
1 Claw Cargo

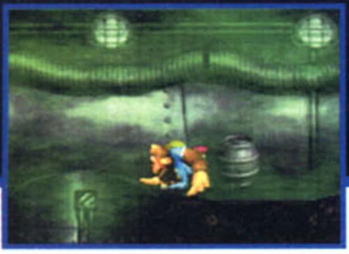
Press the Y button to pick up barrels, then use them to clear any nasty bugs to the side or below. To hit oncoming enemies, flap towards the target, then tap the Control Pad in the opposite direction. The barrel will be facing your enemy when you collide.

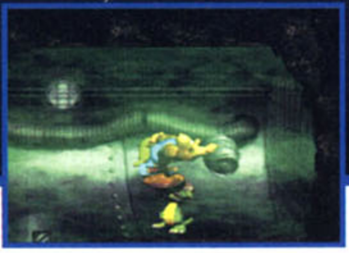


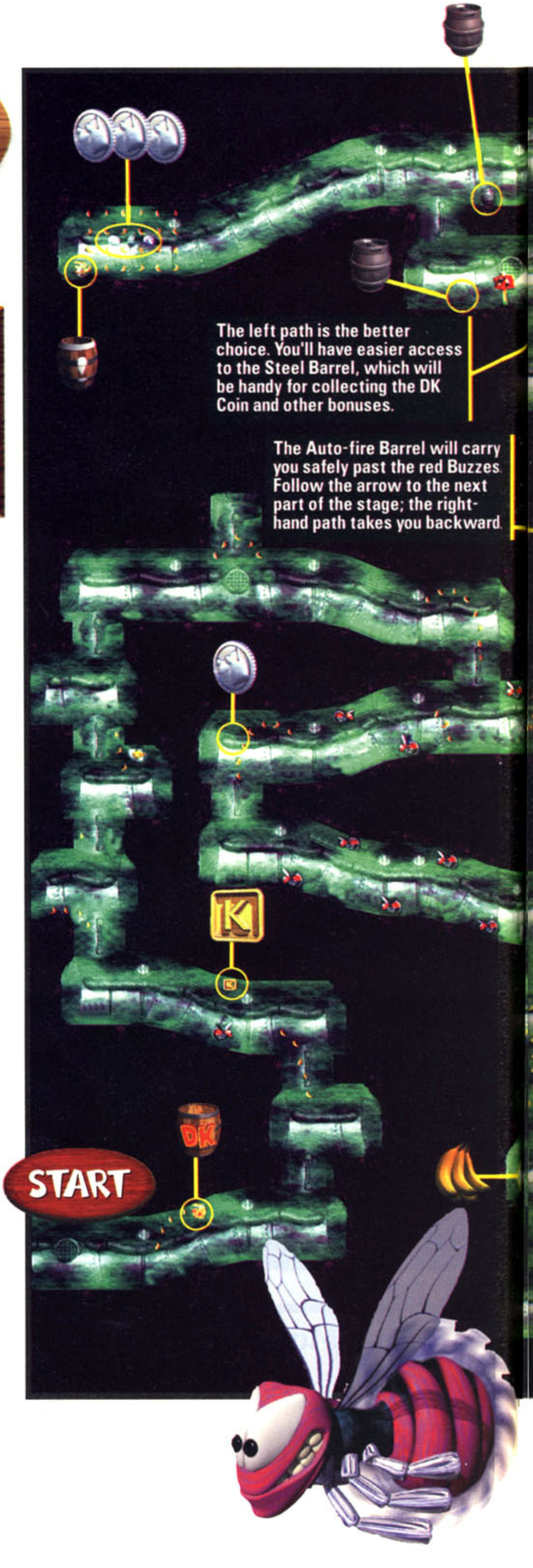


SLOW MOTION

If you make it all the way to Koin as Squawks, flap over to the left past the No Squawks sign. As you change back to ape form, you'll get a Steel Barrel as a bonus. Stand on Koin's head and lob the barrel over to the right to bounce off the wall. If you miss, or if you've already lost Squawks, follow the tunnel to the left and up to the next passage. You'll find a regenerating Steel Barrel just to the right.



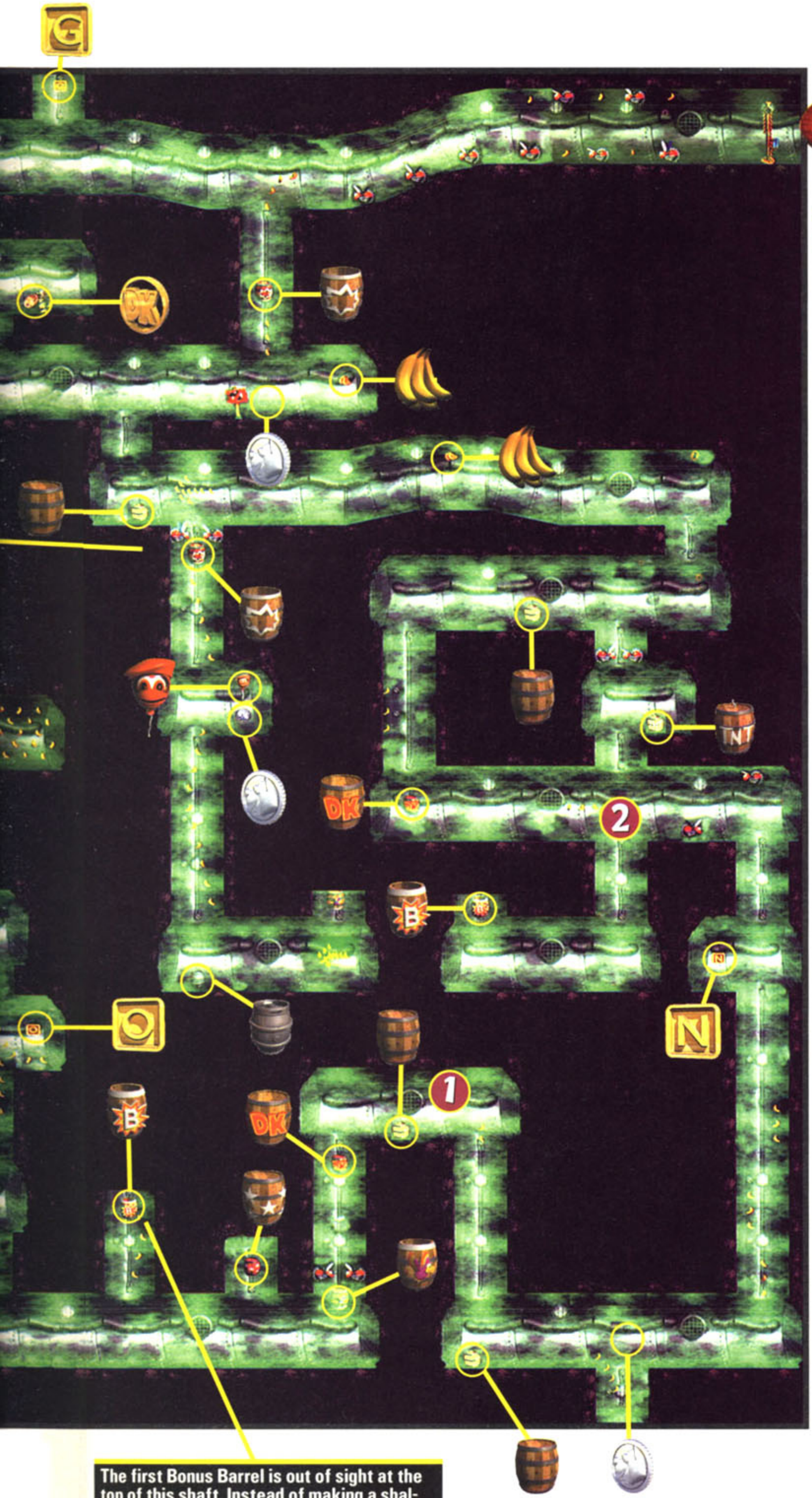




The left path is the better choice. You'll have easier access to the Steel Barrel, which will be handy for collecting the DK Coin and other bonuses.

The Auto-fire Barrel will carry you safely past the red Buzzes. Follow the arrow to the next part of the stage; the right-hand path takes you backward.

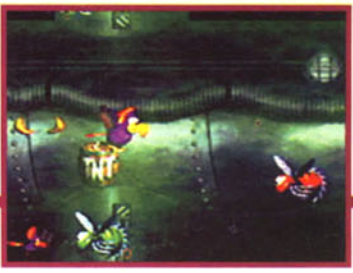
MEKANOS



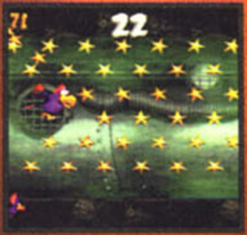
The first Bonus Barrel is out of sight at the top of this shaft. Instead of making a shallow jump to get over the green Buzzes, use a jumping Team Toss to reach the barrel.

2 TNT Junction

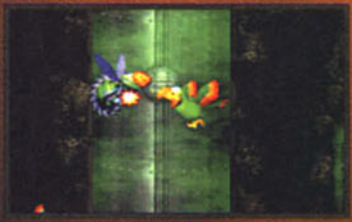
At this junction, fly up and grab the TNT Barrel in the alcove above. Drop back down to the main tunnel and use the barrel to destroy the fast-flying Buzz that's blocking the shaft leading downward. Follow the tunnel to the second Bonus Barrel. Once you exit the Bonus Area, you'll reappear farther along in the stage than you might expect. You'll pop in at the bottom of the next shaft, to the left of the one with the Bonus Barrel.



BONUS AREAS

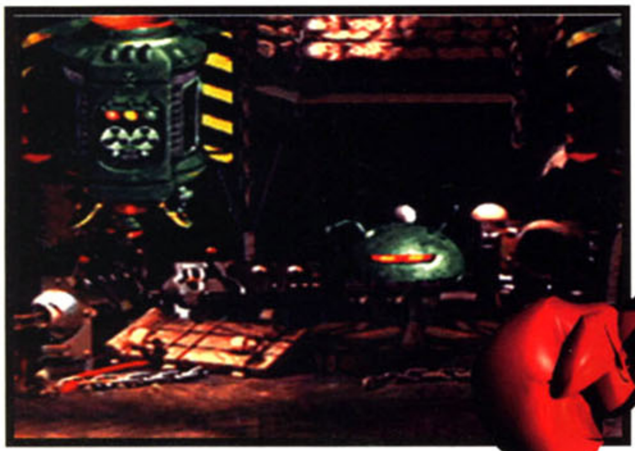


Collect 80 stars to make the Bonus Coin appear. You'll still be in a low-gravity area, but Squawks operates well here.



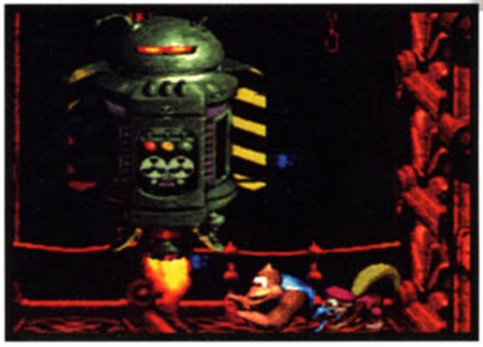
Spit eggs at the Buzzes to knock them out. Follow the tunnel and defeat the entire hive to make the Bonus Coin appear.

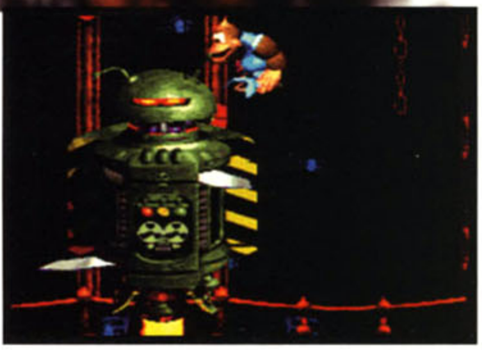
KAOS KARNAGE

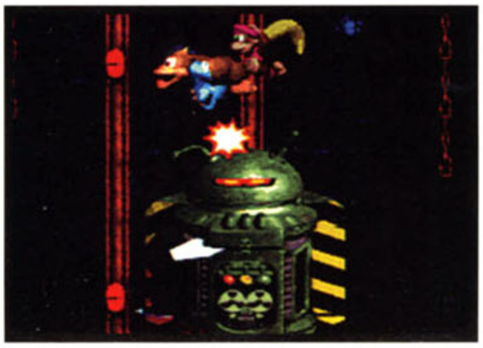


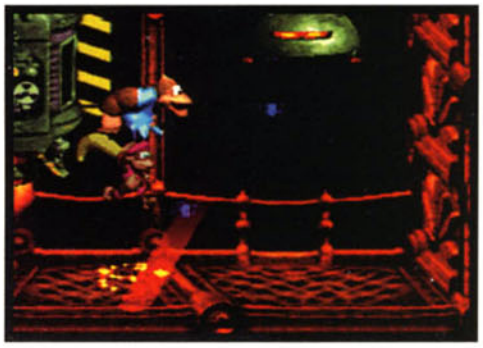
Komputerized Karnage

The great and powerful Kaos is not one to let his Krem underlings do all the work. Here it is, only halfway through this adventure, and he's already getting his mechanical mitts dirty trying to turn you into scrap! Kaos will first try to toast you with powerful blasts from his jet engine. Stand in a corner and jump as high as you can when his afterburner kicks in (you'll hear his engine spooling up just before the exhaust roars out). Don't try to run beneath him then or you'll become a Krispy Kong. When he pauses, jump up on the blades that whirl around his body and stomp on his head. His boxing glove-equipped hands won't hurt you, but they'll try to keep you from scoring a hit. After you hit him three times, his helmet will fly off and hover nearby, but his attack pattern will remain the same for one more round. Hit him one more time. Now Kaos's battle systems will finally respond to your actions and download some new tactics for him to try. As Kaos hovers above you, his helmet will target you with a remote control laser. Dodge the laser blasts as best you can (the helmet's visor will glow brighter as it prepares to fire) and attack Kaos again when he pauses. Be sure to strike him squarely on top of his head; if you catch him from the side, you may just bounce off, and the hit won't count. Two more hits will crash Kaos's operating system, but you can be sure that once he gets an upgrade, he'll be back for more!

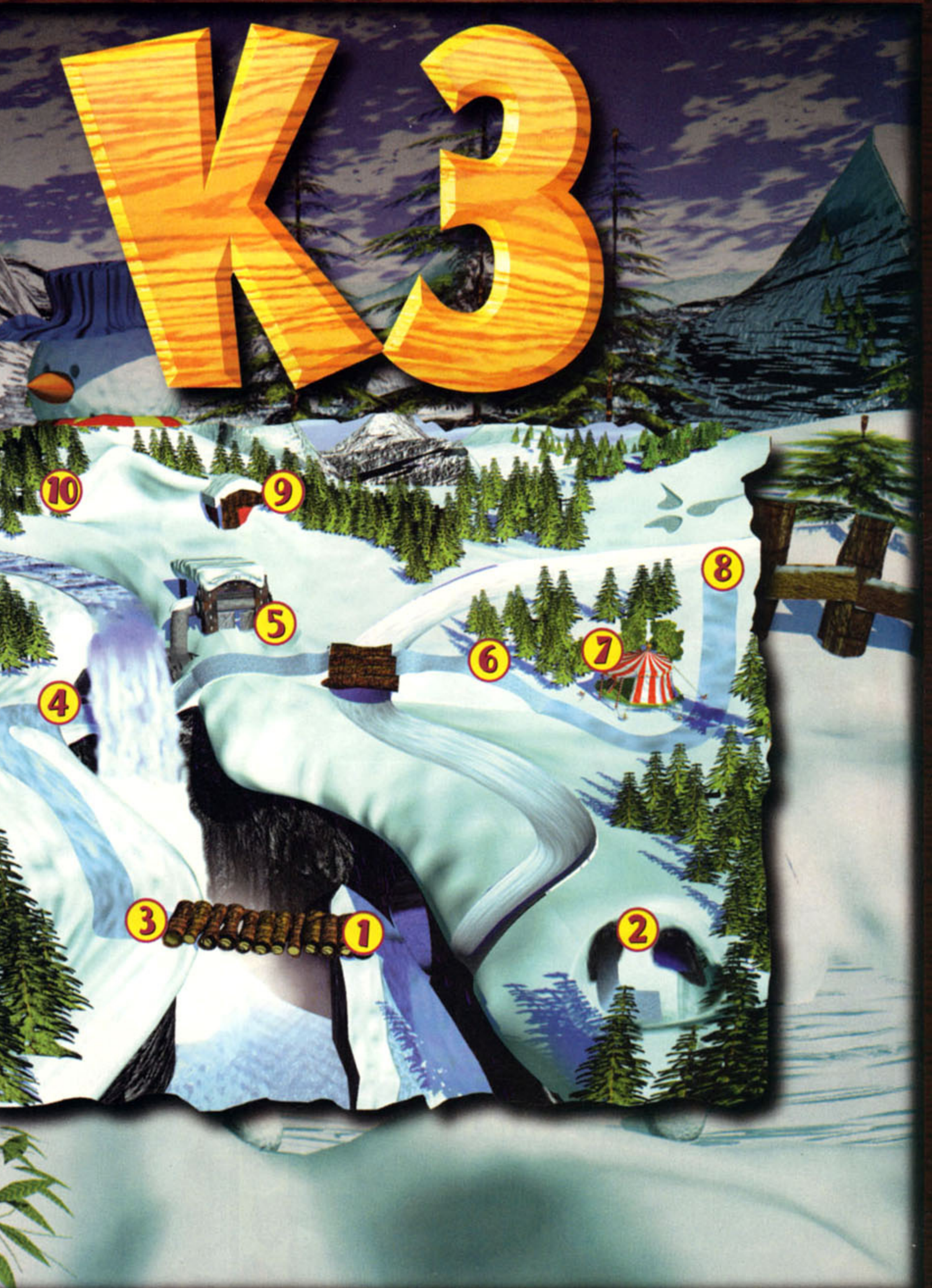








K3



Blizzard Bear

Greetin's from the wintery wilds of K3, the highest point in the Northern Kremisphere! I'm Blizzard Bear, and I'm snowed in up here. I don't mind cabin fever, but I sure miss seeing my family. Can you deliver a message for me?

1. Krevice Kreepers
2. Wrinkly's Save Cave
3. Tearaway Toboggan
4. Barrel Drop Bounce
5. Krack-Shot Kroc
6. Lemguin Lunge
7. Swanky's Sideshow
8. Bleak's House
9. Blizzard's Base Camp
10. Glacial Grotto

KREVICE KREEPERS

The Klasps in Krevice Kreepers are more intelligent than the boring barrels you hung out with in Cotton-Top Cove. These explosive Kremlings chase their prey across the high wires.

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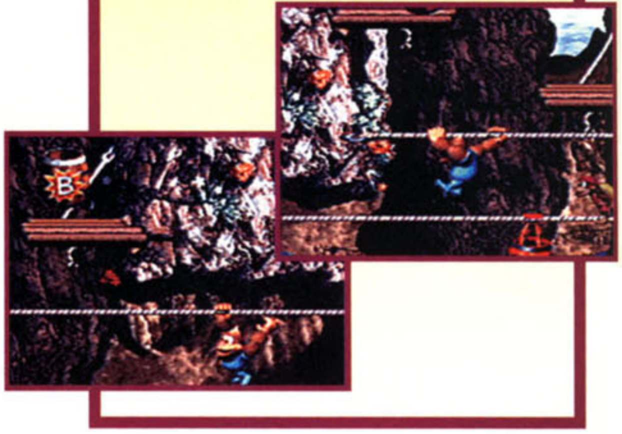
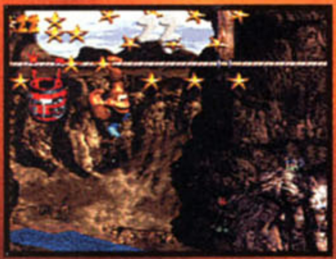
1 Klear the Kreepy Klasp!

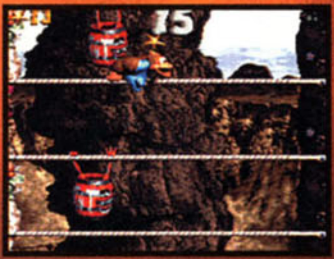
You'll have to fake this Klasp out before you can reach the first Bonus Barrel. Wait on the far right side of the upper rope until the Klasp is directly below you. Hurry left and jump down on to his rope. If you're fast enough, you'll reach the Bonus Barrel before Klasp can catch up.



BONUS AREAS



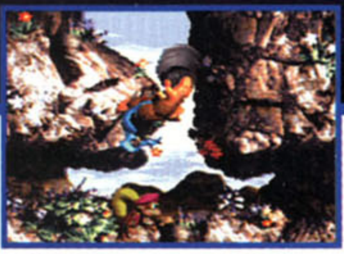
Collect 30 stars in 25 seconds! You can make numerous leaping passes above the Klasp before time runs out. Take your time, plan your moves, and you'll remain intact.

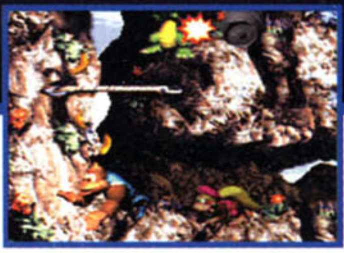


You have 20 seconds to work your way past two speedy Klasps and climb up to the Bonus Coin. Try faking out the Klasps several times before you leap up to their line.

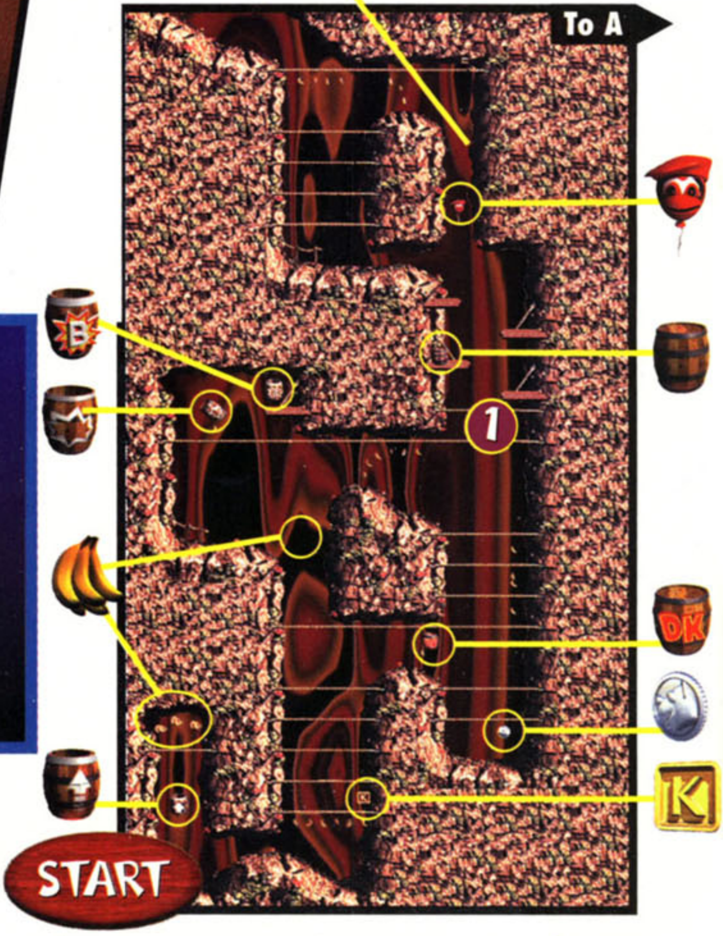
KOIN'S KREVICE

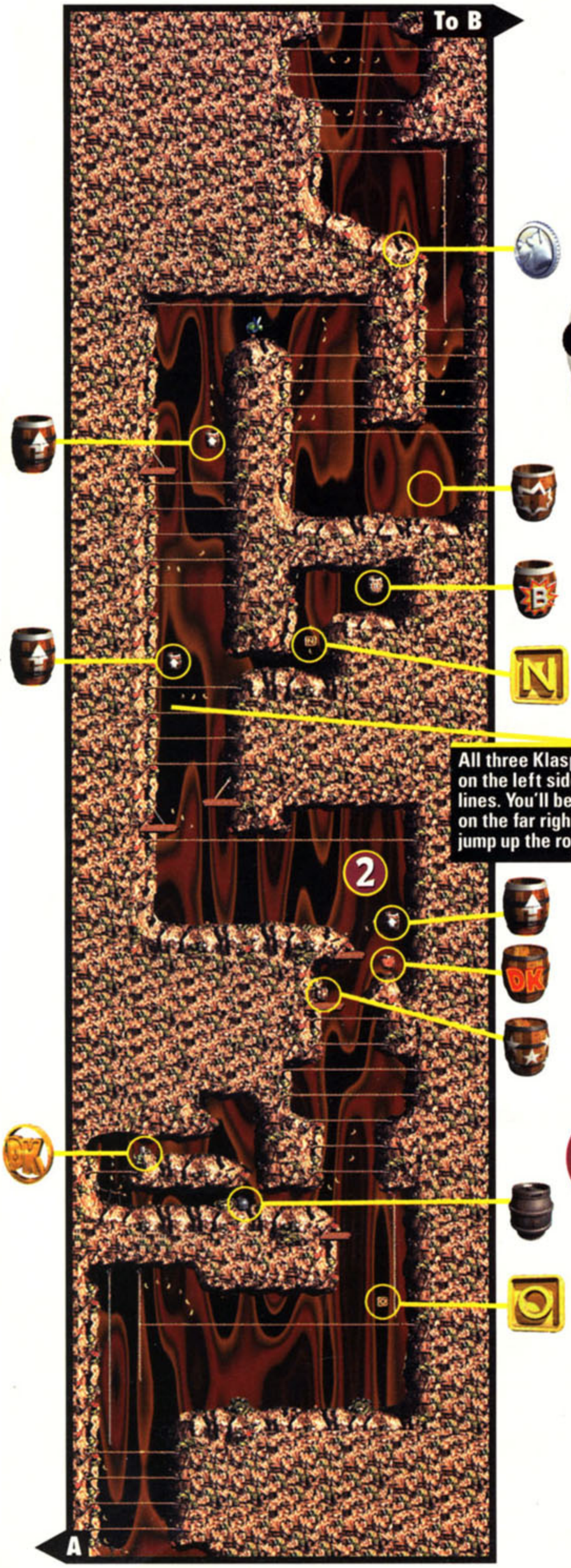
Have Kiddy throw the Steel Barrel up to the right and run back to the left as the barrel rolls along the overhead passage. It's hard to get ahead of the barrel, but if you use Kiddy's roll, you will come out ahead.





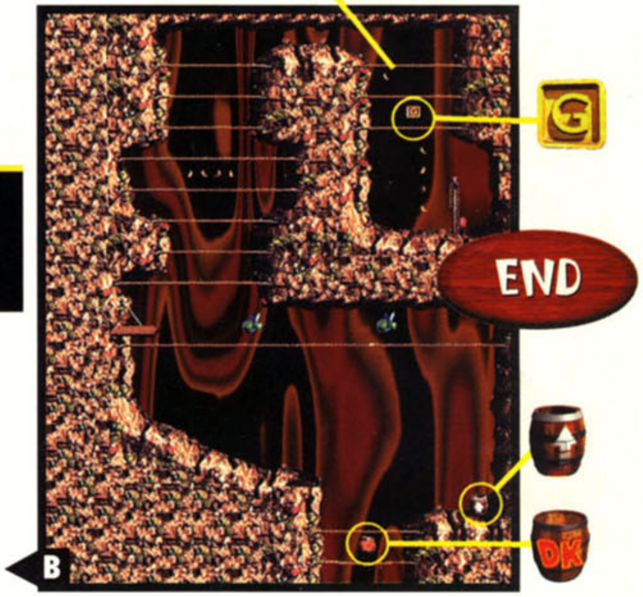
Snag the Red Balloon with your team toss technique. You'll have only a couple of seconds to throw Dixie before the balloon drifts beyond your hairy fingers.





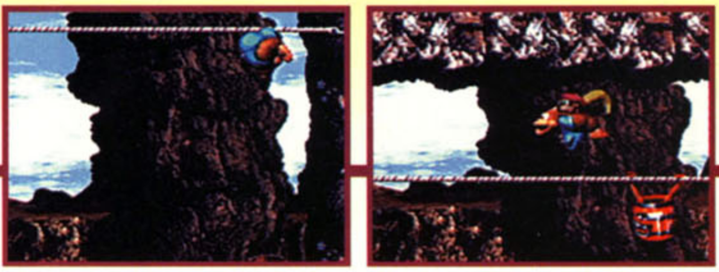
All three Klasps are hanging out on the left side of this trio of lines. You'll be okay if you remain on the far right edge and quickly jump up the ropes.

This Klasp doesn't move as fast as his cousins, but he has no problem covering his narrow rope. Lead him away to one side before you run back and drop down.



2 No Time to Hang Around

You'll have less than two seconds to avoid the charging Klasp after the Auto-fire Barrel shoots you skyward. Jump over him and scurry to the platform on the left.



TEARAWAY TOBOGGAN

Tearaway Toboggan is the fastest and wildest ride in K3. Since you're going to cover miles of icy terrain in a few seconds, we've allowed four pages to examine all the details.

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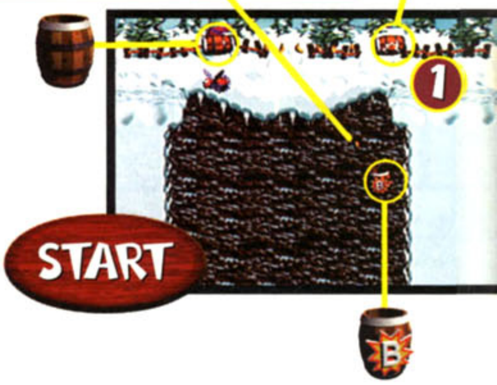
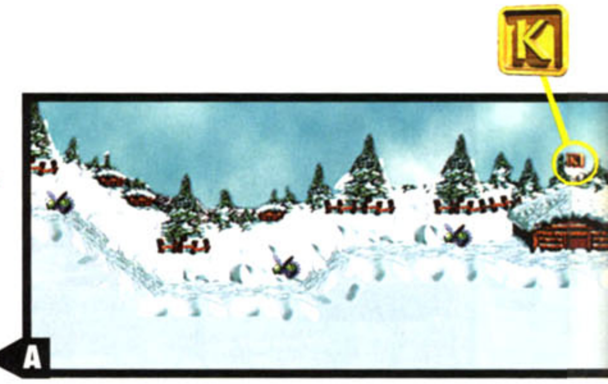
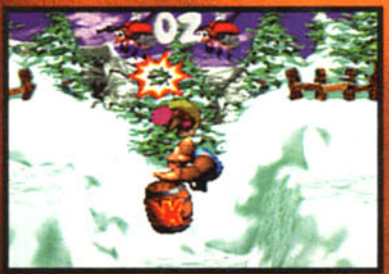
If you blast out of this barrel while it's pointing down to the right, just barely above the red Buzz, you'll land in the level's first Bonus Barrel.

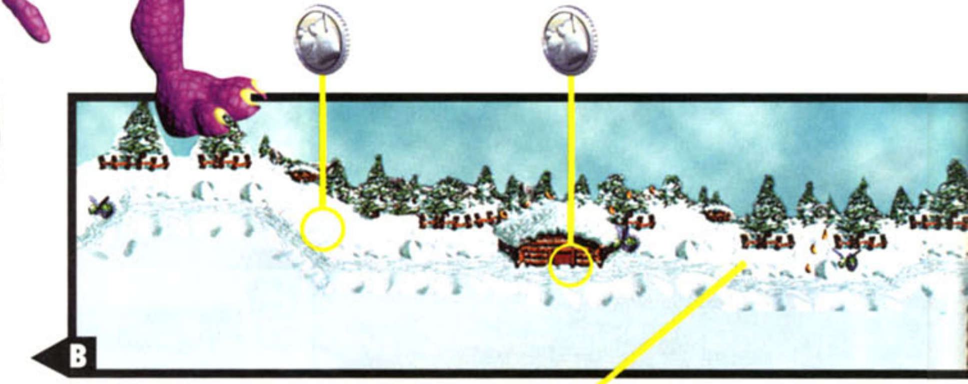




BONUS AREA



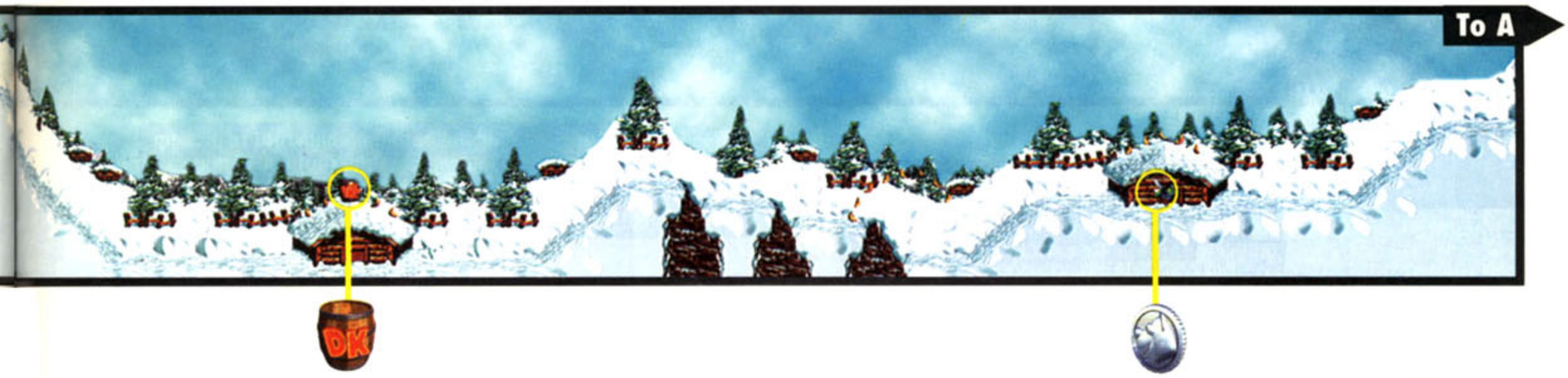
Pound three Knik-Knaks in 15 seconds and pocket a Bonus Coin. This might seem like an easy challenge, but you'll have to use your team throw technique to nail the Knik-Knaks. Throw Kiddy or Dixie at the middle Knik-Knak as the other two fly to the edge of the screen, then finish off the rest.

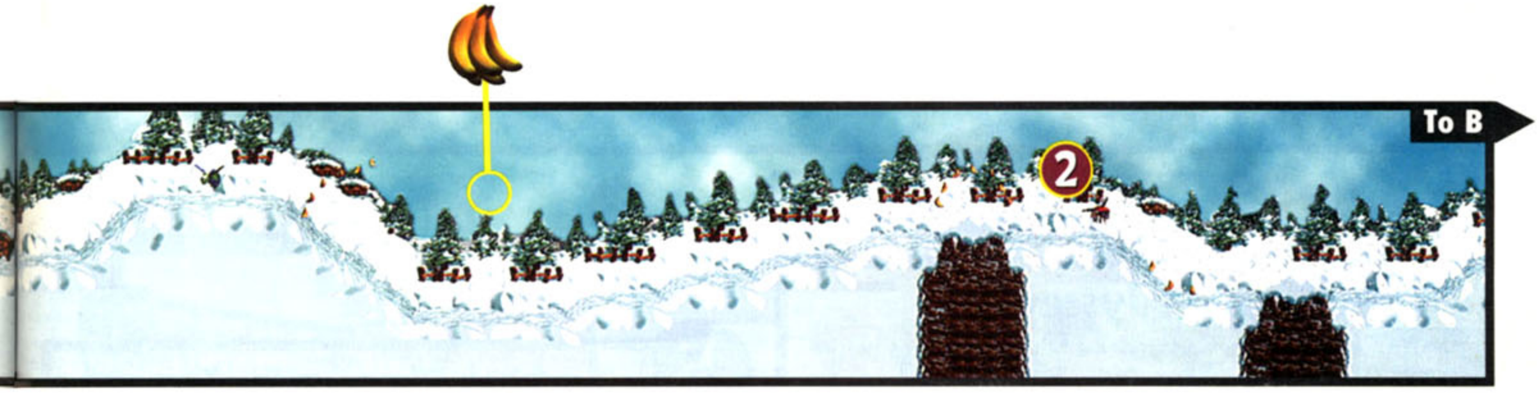


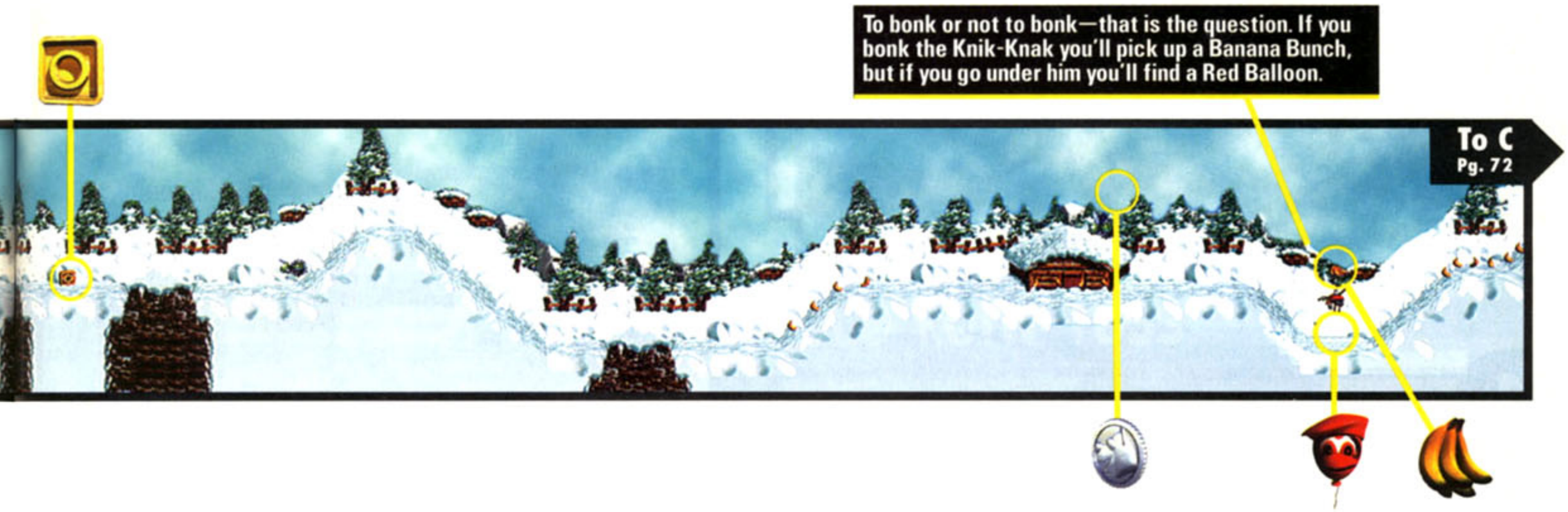
The weather takes a turn for the worse when you reach this portion of the course. Look between the falling snowflakes to catch all the goodies.

1 Feeling the Need for Speed?

Like the Demolition Drain-pipe on Mekanos, Tearaway Toboggan is a wild sled ride through the entire level. To survive, you'll need either to avoid the enemies and obstacles in your path or to deliberately run them down. While you won't be able to control the speed of your sled, you can jump on or over obstructions by pressing the B Button.



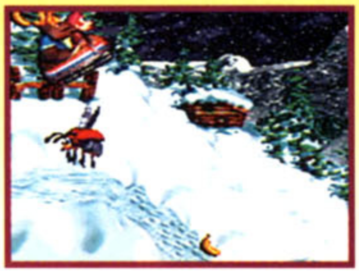


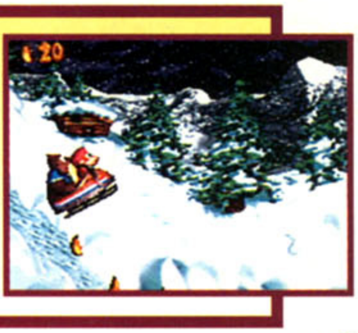


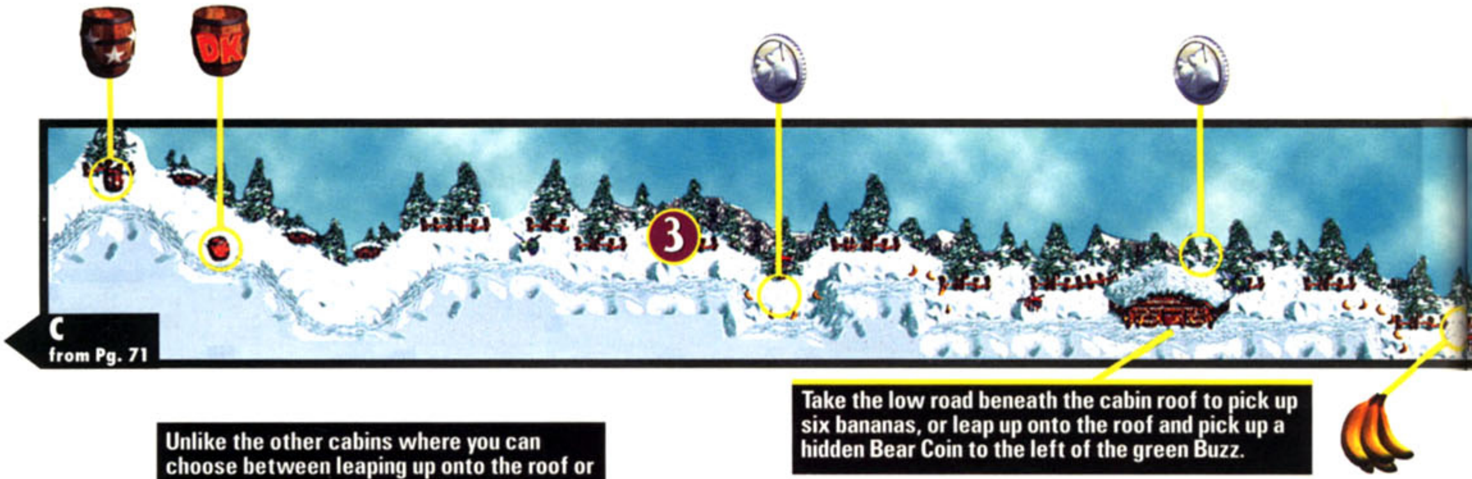
To bonk or not to bonk—that is the question. If you bonk the Knik-Knak you'll pick up a Banana Bunch, but if you go under him you'll find a Red Balloon.

2 Don't Knock the Knak!

Knocking off this flying Knik-Knak will bounce your toboggan into a crevasse. Hop over the buzzing bug to continue your wild ride across the snowy landscape. If you do hit the Knik-Knak, you can try to avoid a pit stop by pressing the B Button at the exact moment your sled lands.

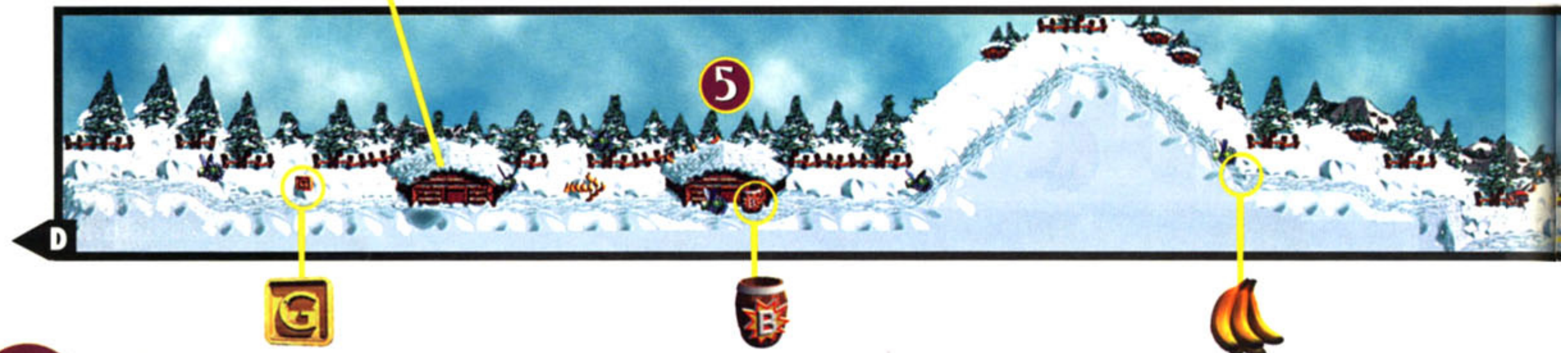






Take the low road beneath the cabin roof to pick up six bananas, or leap up onto the roof and pick up a hidden Bear Coin to the left of the green Buzz.

Unlike the other cabins where you can choose between leaping up onto the roof or cruising by the front door, this cabin has only a roof route. Be sure to jump.



3 An Oscillating Odyssey

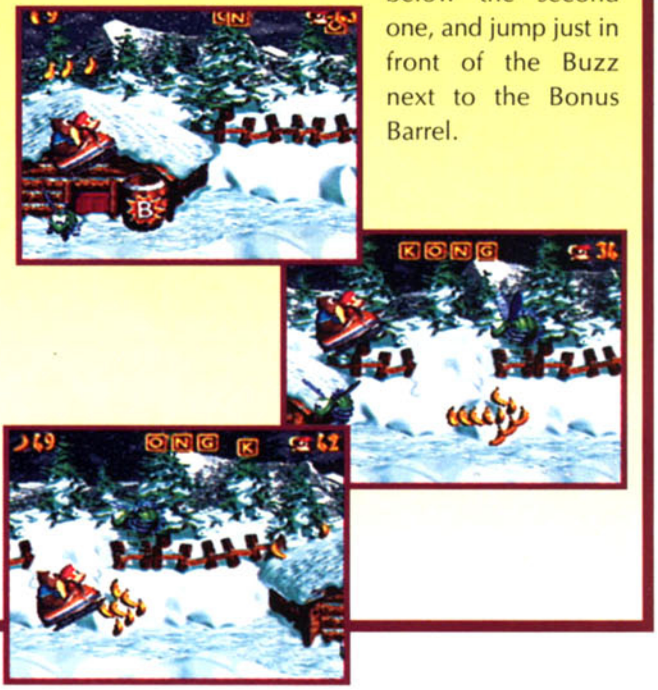
You'll have to go over and under a bevy of baddies before your toboggan ride terminates. If you can't decide between the high or low road, just follow the banana trails.

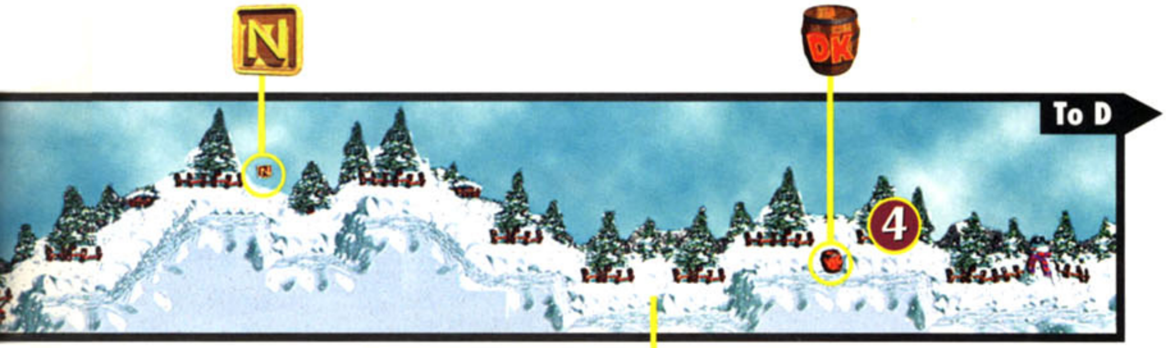
4 Skip Across the Skittering Skiddas

Get ready to bounce across six Skiddas after you find the letter N. Time your jumps and you won't have a problem. You'll have tougher bounces in later levels like Lemguin Lunge.

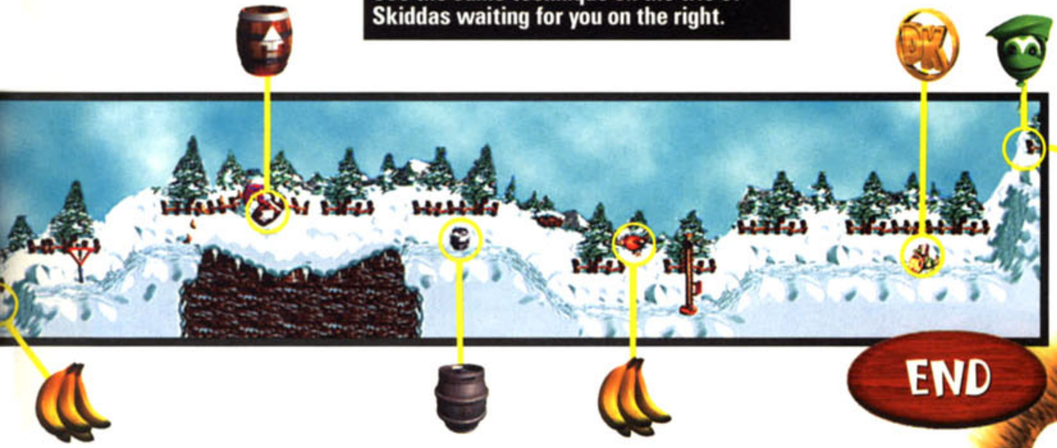
5 Zonking Zingers for Fun and Profit

You'll probably lose an ape jumping for the last Bonus Barrel, but there is a pattern to landing unscathed every time. From the letter G, leap over the first Buzz, duck below the second one, and jump just in front of the Buzz next to the Bonus Barrel.



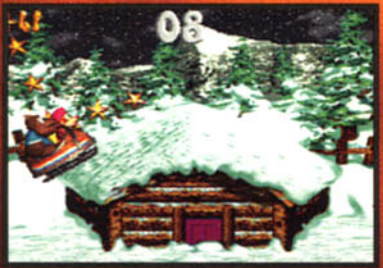


Jump off the left edge and bounce across the top of the two scampering Skiddas. Use the same technique on the trio of Skiddas waiting for you on the right.



After you snatch the DK Coin from the Koin Kremling, use your team toss technique to throw Dixie up on the snowy ledge. You'll find a Green Balloon on top.

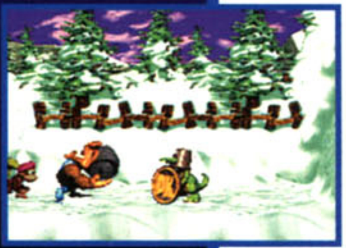
BONUS AREA

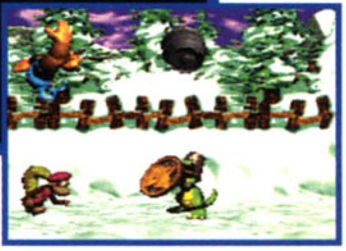


Follow the trail of 50 stars and collect your Bonus Coin. There are no enemies or hazards in this Bonus Area, so all you have to do is concentrate on following the star string to the right. If you miss a star, you'll have to jump into the Bonus Barrel and try again.

KOLD KOIN TOSS

Look for Koin on the other side of the flagpole. Stand on the left side of the Kremling, then leap and toss the Steel Barrel right over his head. After you pick up the DK Koin, toss Dixie up onto the ledge to pick up the green Balloon.





BARREL DROP BOUNCE

If you can reach the flag at the end of Barrel Drop Bounce, you can complete all 103% of the game. The four-barrel waterfall jump is one of the toughest series of leaps in DKC 3.

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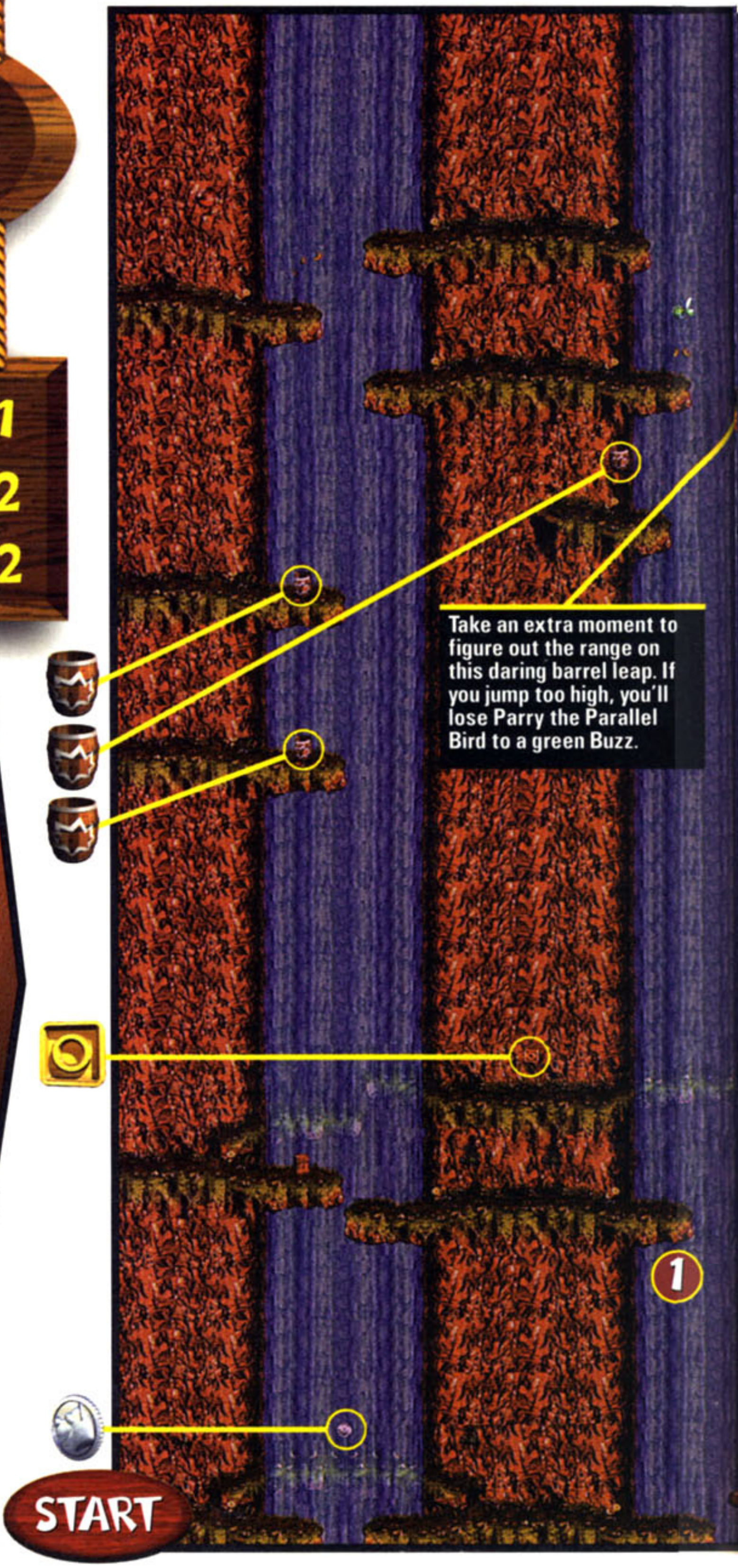
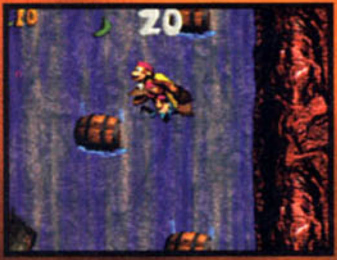
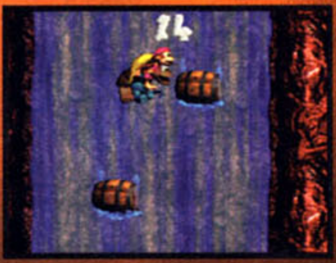

Take an extra moment to figure out the range on this daring barrel leap. If you jump too high, you'll lose Parry the Parallel Bird to a green Buzz.

BONUS AREAS



To catch 15 green bananas in 35 seconds, you'll have to jump between two rows of tumbling barrels. Stay away from the bottom of the screen or you'll end up at the bottom of the falls.

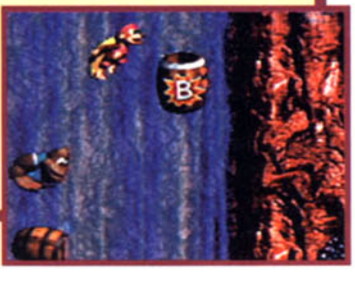


Leap up the falling ladder of barrels in under 20 seconds and grab the Bonus Coin on the ledge to the right. This challenge is very similar to running up a descending escalator.

1

That's One Big Step for Apes...

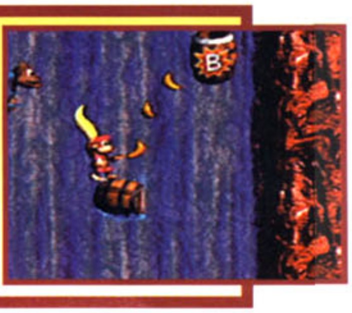
Jump left across the two barrels to the left of the letter K and then hop back across to the right again to find this Bonus Barrel.

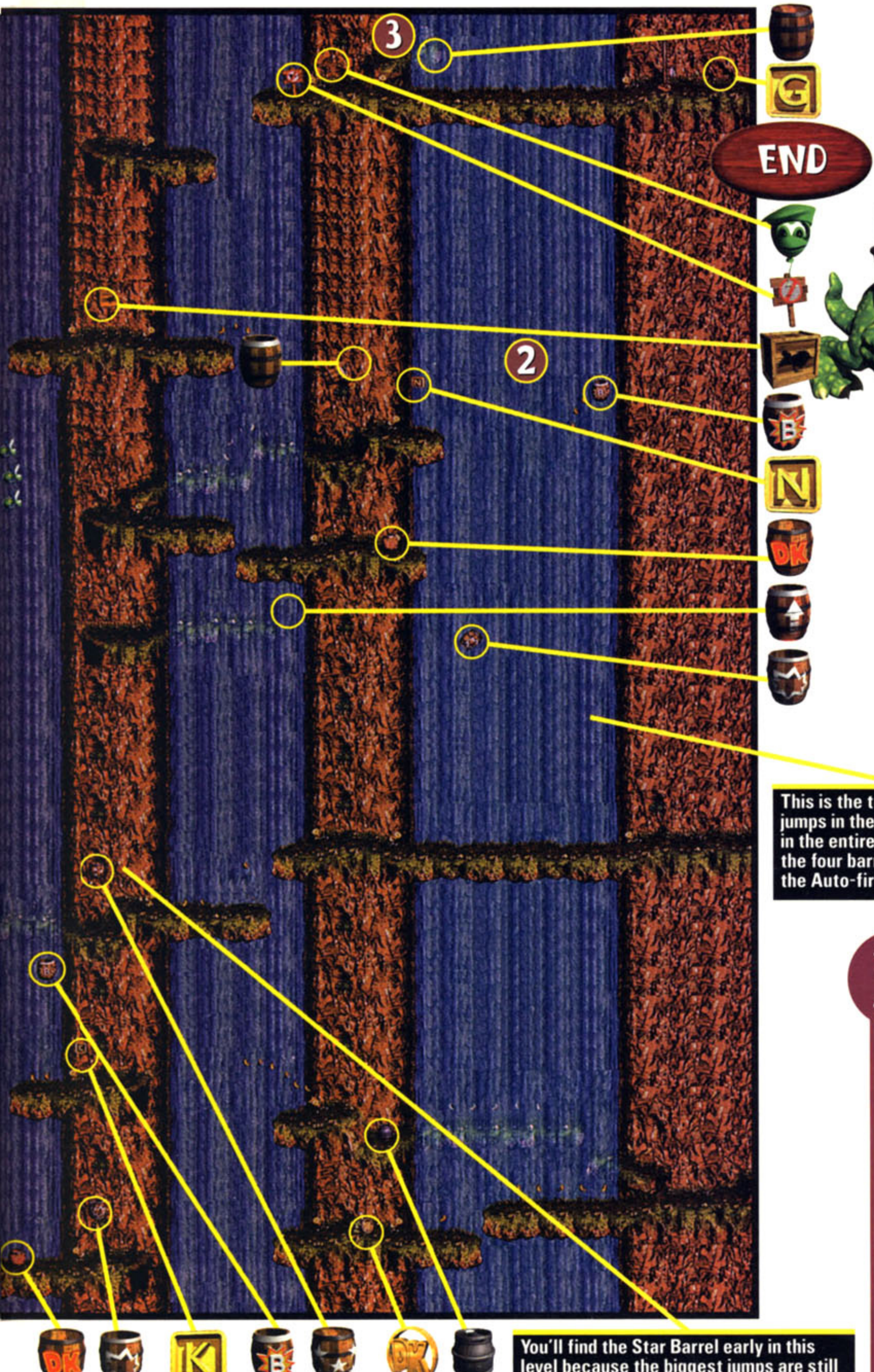


2

And One Giant Leap for Ape-kind

It's a bigger leap to reach the second barrel. Jump and use Dixie's Helicopter Spin to the right of the letter N. Bounce off the falling barrels to reach the Bonus Barrel.



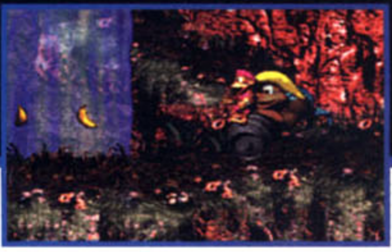


This is the toughest series of jumps in the level—and possibly in the entire game. Jump across the four barrels and leap up into the Auto-fire Barrels.

You'll find the Star Barrel early in this level because the biggest jumps are still ahead of you. Spring up this tall ledge by hopping off the tumbling barrel.

KRUSH OL' KOIN

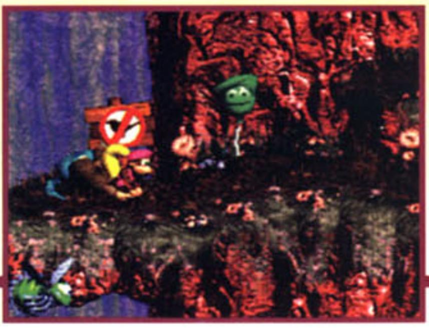
Stand to the right, leap up and throw the Steel Barrel to the right of Koin, then run left and jump up on top of his shield. If you don't jump as you throw, the barrel will roll into the gap between the ledges and tumble down the waterfall.



3

Parry Has a Gift for You!

If you can deliver Parry to the No Parry sign, he'll turn into a Green Balloon. This isn't an arduous feat if you remember to watch out for Parry as you leap over the green Buzzes buzzing around the last part of the level.



KRACK-SHOT KROC

After the Kaos debacle at Mekanos, a subsidiary of Kremling Industries relocated to K3. Security is tight at the factory. There's even talk about a hired gun working here.

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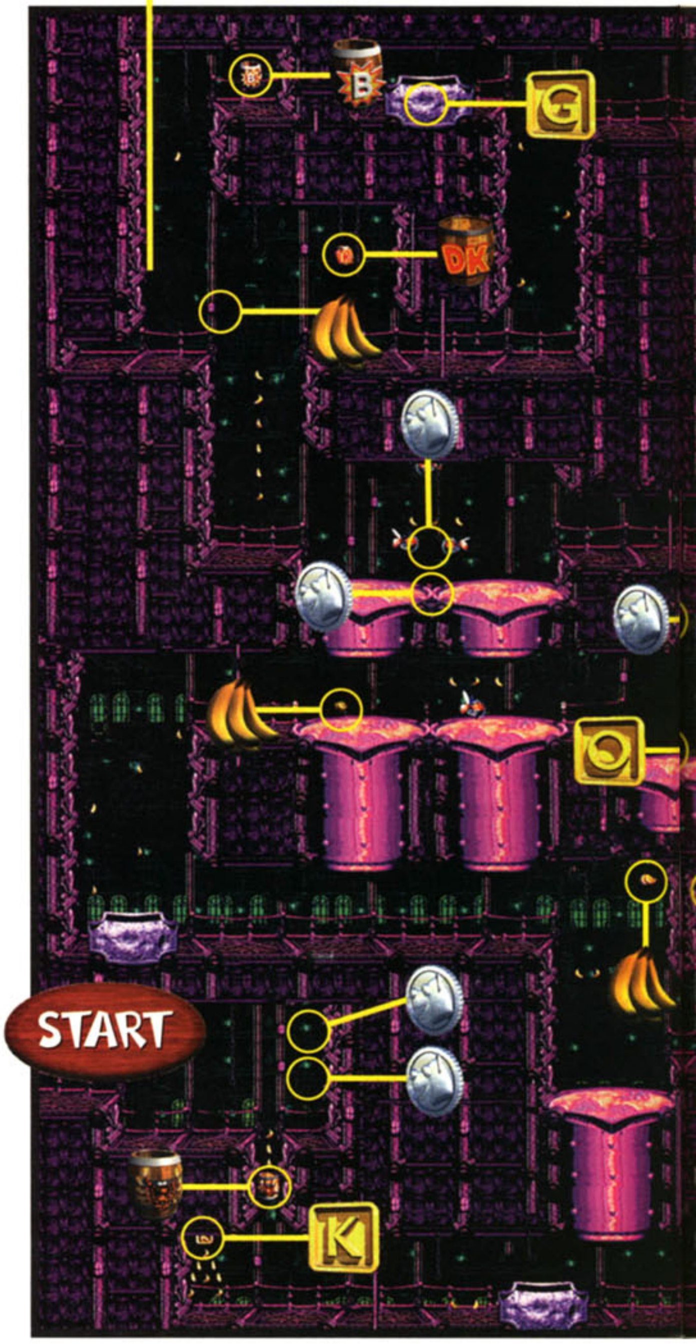
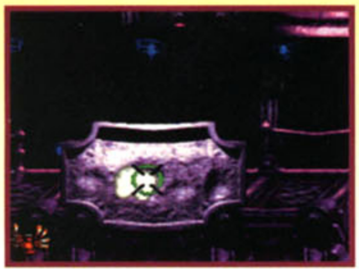
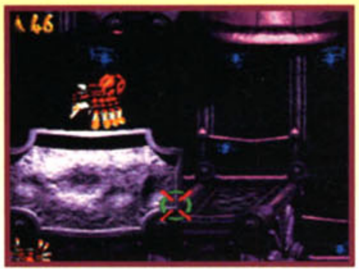
A rotating red Buzz is the only obstacle between you and the second Bonus Barrel. Time your jumps between the web platforms to avoid being stung.



1 You're in the Kroc's Krosshairs!

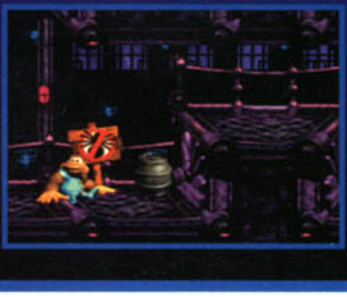
It's open season on spiders once you skitter past the warning sign in this level. Kroc's gun is locked on a target whenever the crosshairs turn red. If you find yourself in the Kroc's locked sights, you'll have less than a second to avoid the incoming fireball.

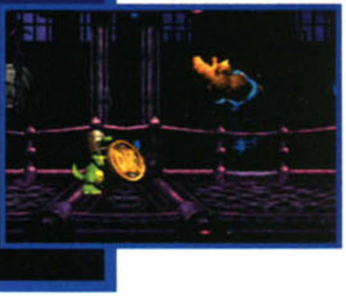


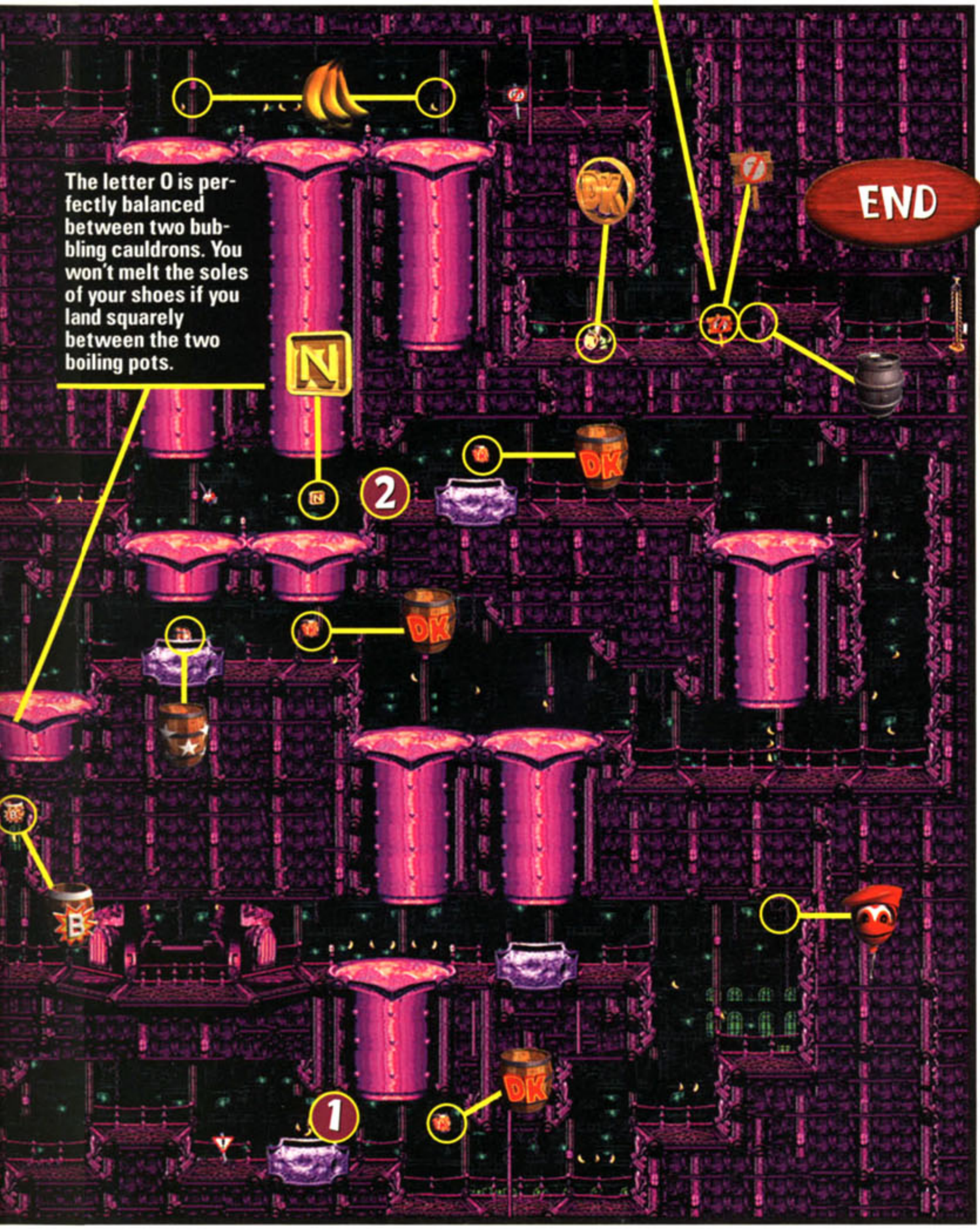


KLOBBER KOIN!

Squitter will transform into a Steel Barrel when you finally reach the No Squitter sign near the end of the level. Stand on the right side of Koin, then leap up and toss the Barrel over the Kremling so it bounces against the left wall.







When you reach the No Squitter sign, Squitter will transform into a Steel Barrel. Carry the barrel to the left then throw it up and behind the Koin Kremling.

The letter O is perfectly balanced between two bubbling cauldrons. You won't melt the soles of your shoes if you land squarely between the two boiling pots.

BONUS AREAS

You only have 35 seconds to collect 15 green bananas in the first bonus area. This can be tough unless you keep one web platform in the middle of the room. If you position the web in the exact center of the room, you'll be able to jump and reach all the bananas.

This might be the kewlest Kremling bonus area in the game. You're the Krack-shot Kroc and you have a license to liquidate. Shoot down all the rebounding Re-Koils and spiraling Buzzes with your fireball gun. The enemies duck and hide, so aim carefully.

2

Squitter's Road

This industrial strength level is unsafe for arachnids. There are hardly any places to skitter or spin. When the road ahead turns to molten metal, use Squitter's web platforms to build a bridge. Tap the A Button or L Button to launch the web, then tap it again to set the web in place.

LEMGUIN LUNGE

Nobody really knows where Lemguins came from, but a handful of zoologists suspect that these pesky birds are a cross between a lemming, a penguin and a ton of trouble.

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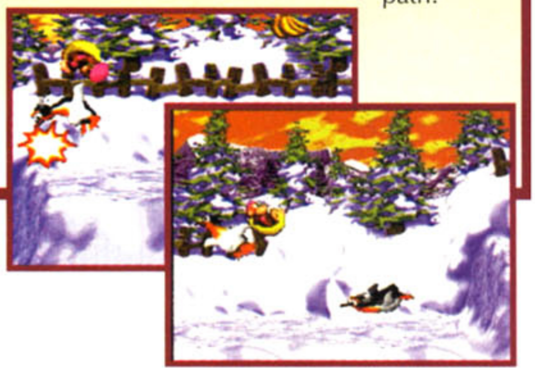
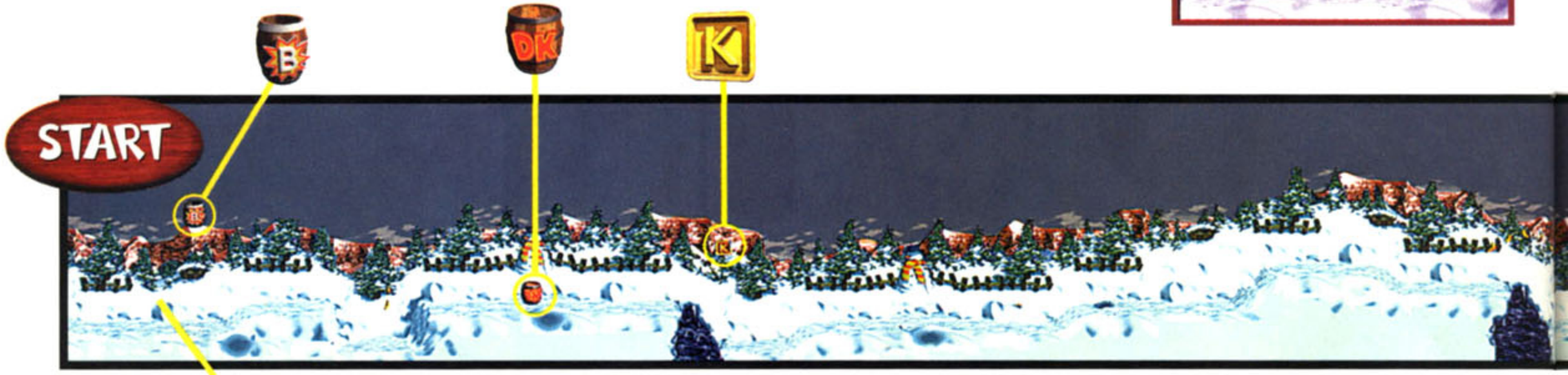
1 Bounce Across the Lemguin Backs!

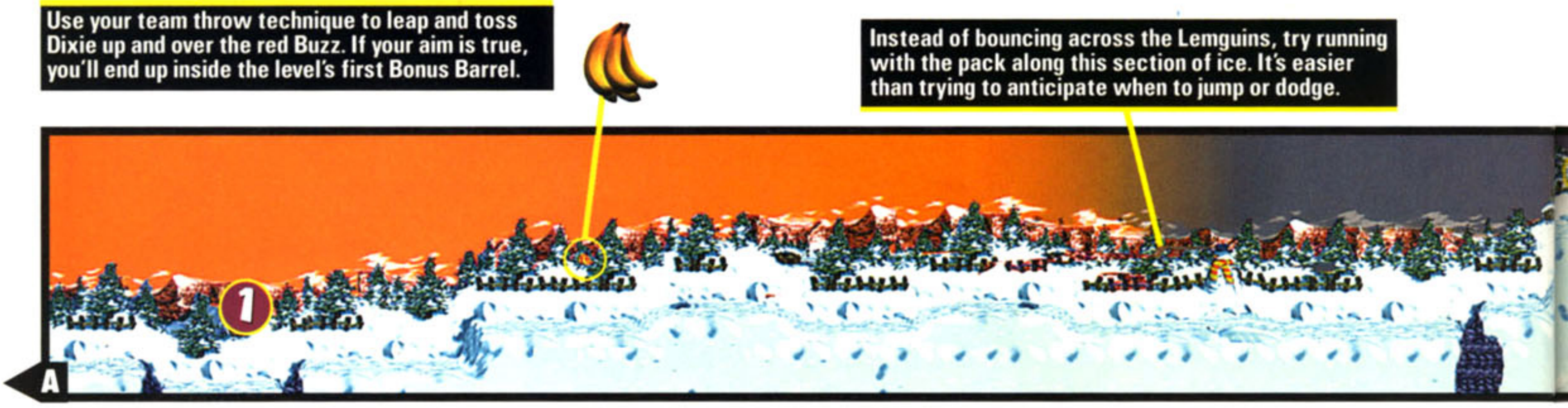
If you try to jump between the Lemguins, you'll risk the chance of getting beaked, so aim for their backs and jump across the top of the slippery, sliding birds. The Lemguins are not perfectly spaced, so you'll have to gauge your bounces on your way up the path.



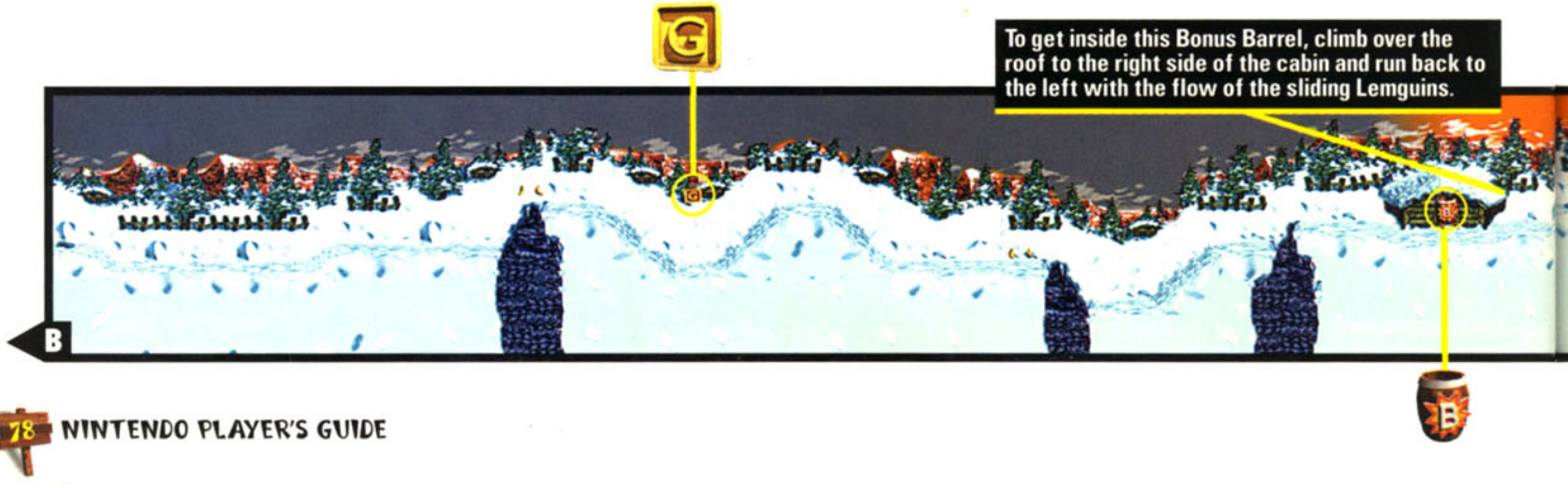


Use your team throw technique to leap and toss Dixie up and over the red Buzz. If your aim is true, you'll end up inside the level's first Bonus Barrel.

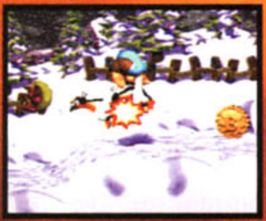
Instead of bouncing across the Lemguins, try running with the pack along this section of ice. It's easier than trying to anticipate when to jump or dodge.



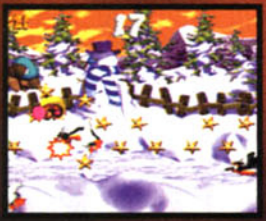
To get inside this Bonus Barrel, climb over the roof to the right side of the cabin and run back to the left with the flow of the sliding Lemguins.



BONUS AREAS



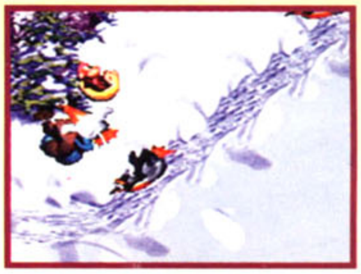
You have a scant 15 seconds to bounce across an endless wave of Lemguins and find the Bonus Coin. Watch your leaps and you'll finish with time to spare.

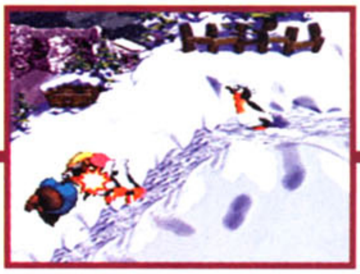


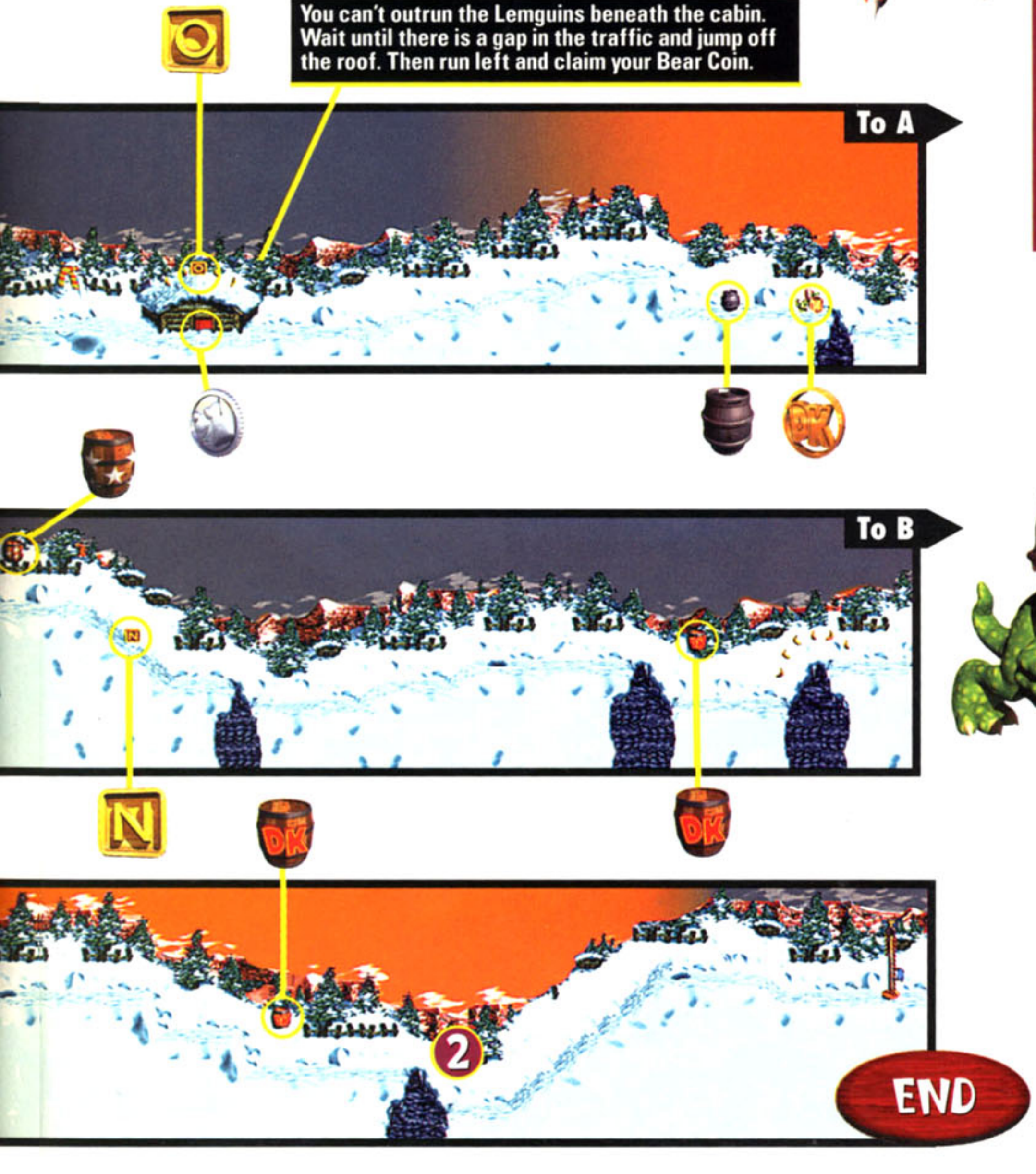
In the second Bonus Area you have 20 seconds to spring off the backs of the sliding Lemguins as you collect 30 stars. You'll find the coin on the right side.

2 It's a Long Roll to the Top!

The Lemguins here are sliding faster than the others you've encountered in the level. Don't waste your time trying to hop between the Lemguins, just aim for their backs and bounce your way to the top of the hill. If you clear this last onslaught, you'll find the flagpole on the summit.



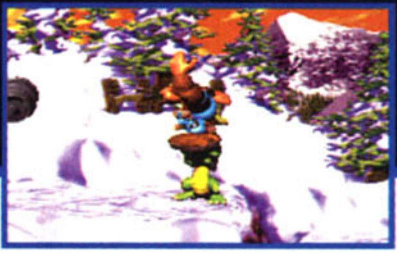




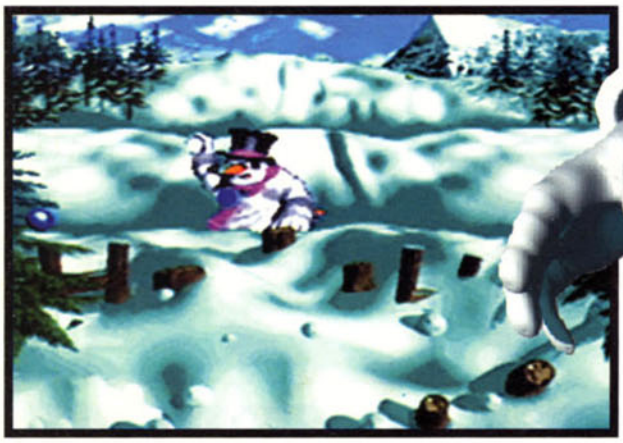
You can't outrun the Lemguins beneath the cabin. Wait until there is a gap in the traffic and jump off the roof. Then run left and claim your Bear Coin.

KOIN'S KREVASSE

Watch your footing or Koin might dump you into his crevasse. Grab the Steel Barrel and stand on Koin's shield. Throw the barrel to the left and let it roll back into him.

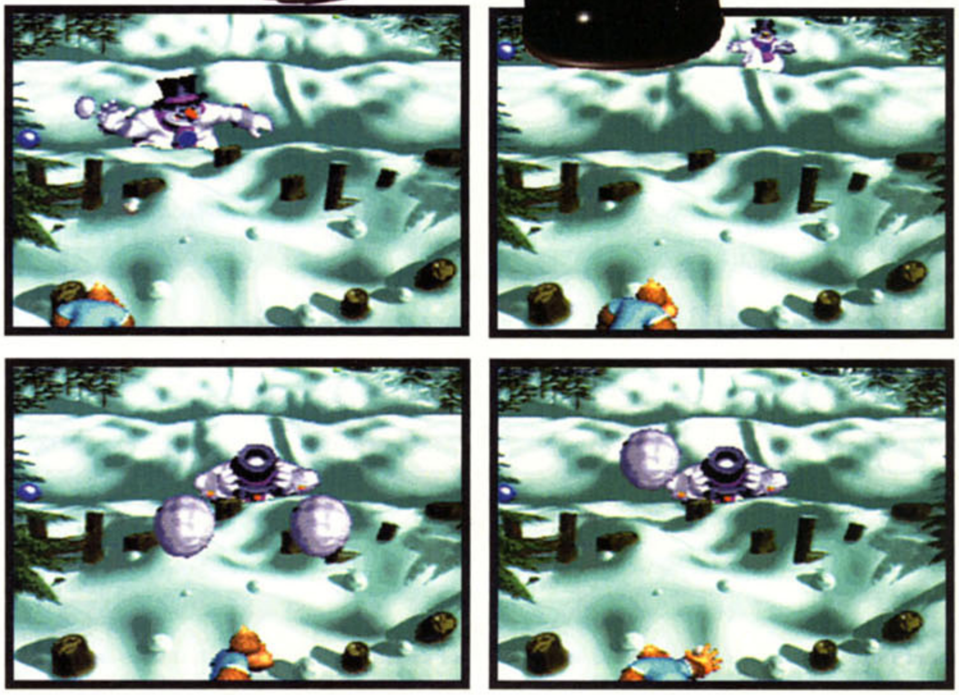


BLEAK'S HOUSE

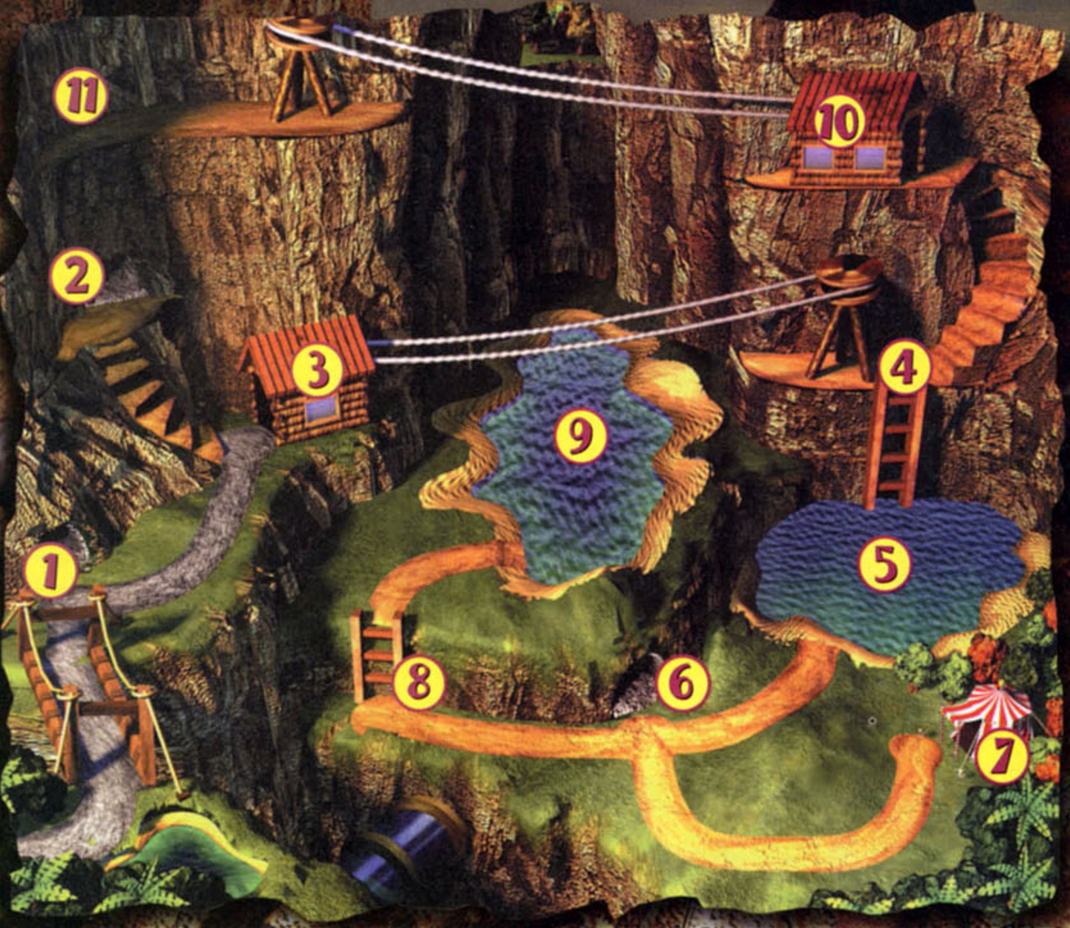


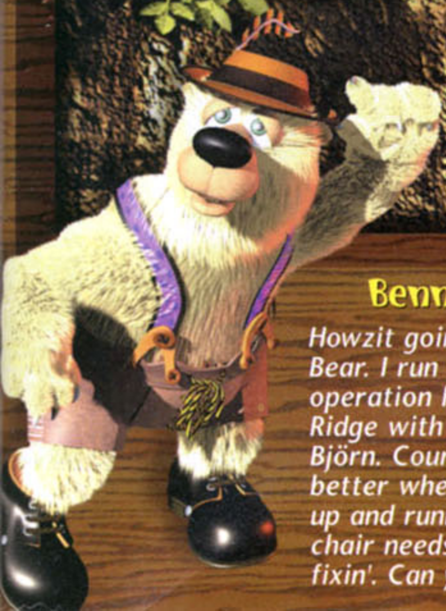
Avoid The Cold Boulder

Bleak is the biggest and baddest cold warrior in K3. You're in for the snowball fight of your life. If you're good enough to survive a few rounds of snowball throwing, this sinister snowman will blow his top with an avalanche of glacier-sized snowballs. You can hurt Bleak only while he is trying to throw snowballs at you. If you've been practicing at Swanky's Sideshow, you won't have any problem hitting Bleak at close range, but it might take a while to hit the snowman from a distance. You can adjust your throwing range by pressing Up or Down on the Control Pad. The blue dot on the left side of the screen indicates the range of your throwing arm. Remember to adjust your range before you release your snowballs. It takes longer for snowballs to reach Bleak when he's hiding behind the distant snowdrift, so don't be surprised if he ducks and dodges most of your long shots. Wait for him to close in on you. Bleak has a strong arm and a sharp eye. Since Dixie is smaller than Kiddy, you might find it easier to use her while dodging Bleak's barrages. Keep moving and save your best shots until Bleak takes a breather or stops to taunt you. Be patient. Bleak will melt away once you hit him with six snowballs.



RAZOR RIDGE





Benny Bear

Howzit going? I'm Benny Bear. I run a chairlift operation here on Razor Ridge with my brother, Björn. Course, business is better when the chairs are up and running, eh? Björn's chair needs some serious fixin'. Can you help him?

1. Buzzer Barrage
2. Wrinkly's Save Cave
3. Benny's Chairlifts
4. Kong-fused Cliffs
5. Floodlit Fish
6. Pot Hole Panic
7. Swanky's Sideshow
8. Ropey Rumpus
9. Barbos's Barrier
10. Björn's Chairlift
11. Clifftop Cache

BUZZER BARRAGE

Buzz usually doesn't pose a problem for your avian friend, Squawks. However, in this level you will be transformed into the purple version of Squawks, who must use barrels to beat the baddies!

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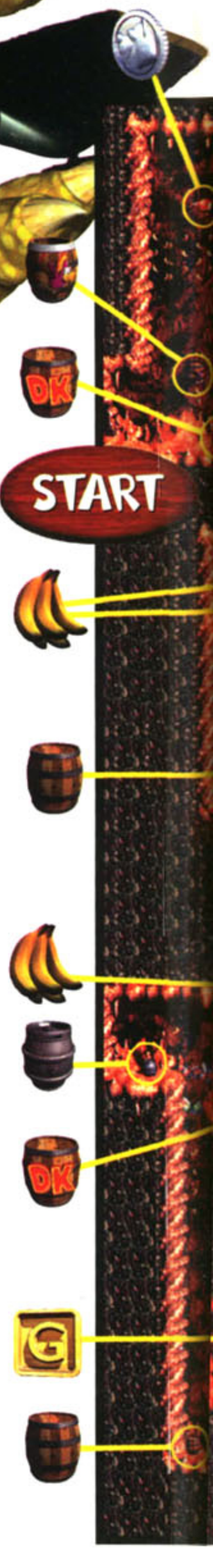
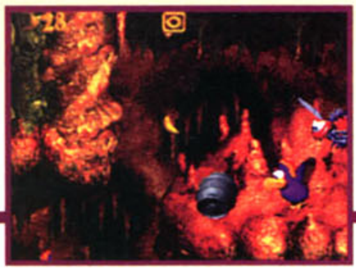
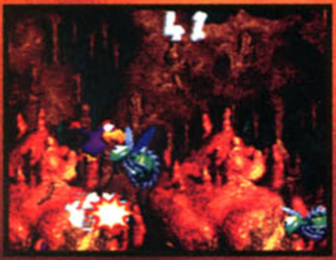


1 Purple Parrot Power

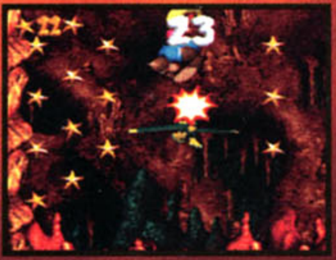
You'll have to use the purple Squawks's ability to pick up barrels to clear a path through the many Buzzes in this level. Remember that if you drop a barrel it will roll, clearing out enemies in its path. For example, you can roll the Steel Barrel under the Buzzes to knock out the Booty Bird.



BONUS AREAS



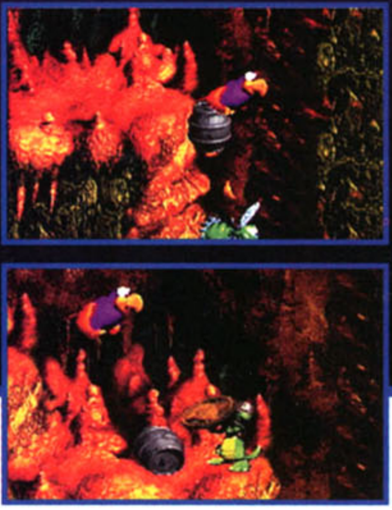
Bash seven Buzzes with the reappearing barrel at the bottom of the cave to capture the Bonus Coin. Be quick about it and don't miss any of the enemies up in the corners of the cavern.



In the second Bonus Area you'll have to bounce off of Kopter's helmeted head to collect all the stars. Kiddy is the best character to use for this Bonus Area because his large body collects more stars with each pass.

FLIP KOIN

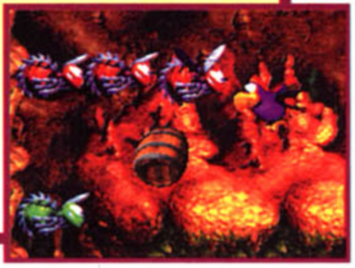
Fly between the two Kopters to reach the Steel Barrel's resting place. Use it to knock out the Buzzes, then go get it again. Carry it down and drop it when you're above and slightly to the left of Koin to win his golden prize.

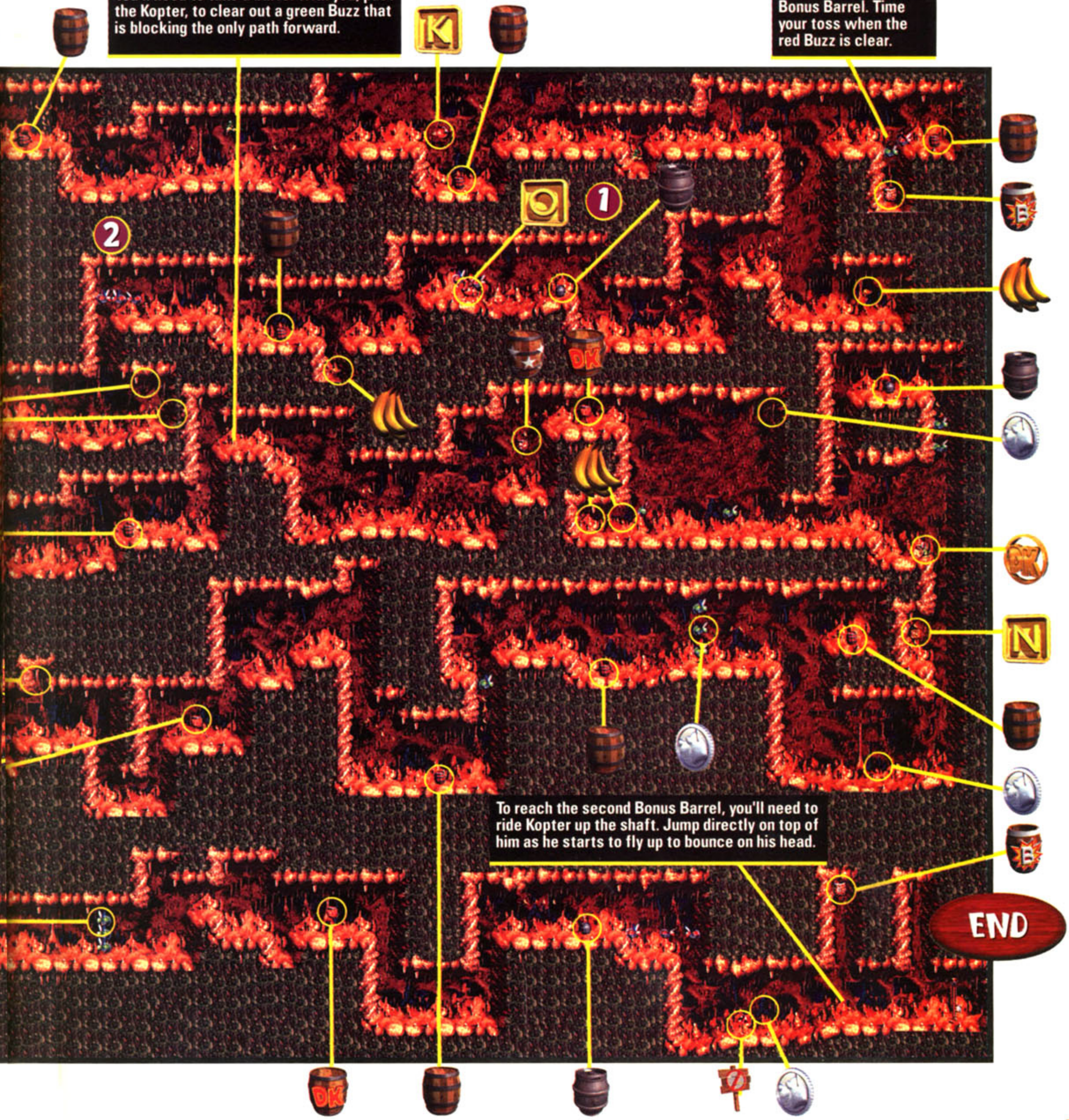


RAZOR RIDGE

2 Bowling With Barrels

Sometimes you'll need to carry barrels for a while before you reach the spot where you need them. Watch for the Kopters because they will break your barrel if they touch it.





You'll need to take a barrel with you, past the Kopter, to clear out a green Buzz that is blocking the only path forward.

Drop the barrel on the green Buzz to clear the way to the first Bonus Barrel. Time your toss when the red Buzz is clear.

To reach the second Bonus Barrel, you'll need to ride Kopter up the shaft. Jump directly on top of him as he starts to fly up to bounce on his head.

KONG-FUSED CLIFFS

Despite the name, there's nothing confusing about Kong-fused Cliffs. The method: climb like the monkey you are, Kiddy! The madness: the rope's on fire and it's a long way down!

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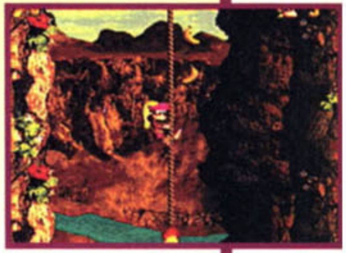
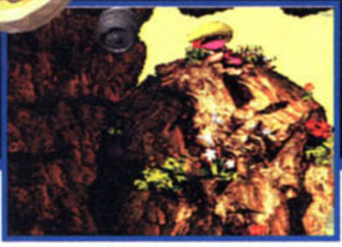
1 Fright Rope

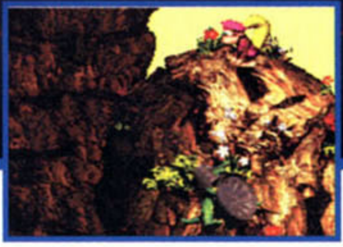
If the rope is the fuse, the Kongs are the bomb! Throughout this level, you'll have to climb as fast as you can to make sure that the flame at the end of the rope doesn't give you a hot foot.



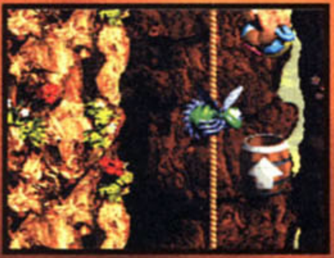
CLEAR OUT KOIN

Koin is sequestered in a cave at the top of Kong-fused Cliffs. Climb the fuse rope almost to the end to reach the Steel Barrel. Grab the Steel Barrel and throw it to the left to clear Koin out of the tunnel, then jump down and collect the DK Coin.

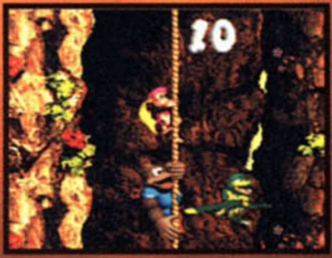




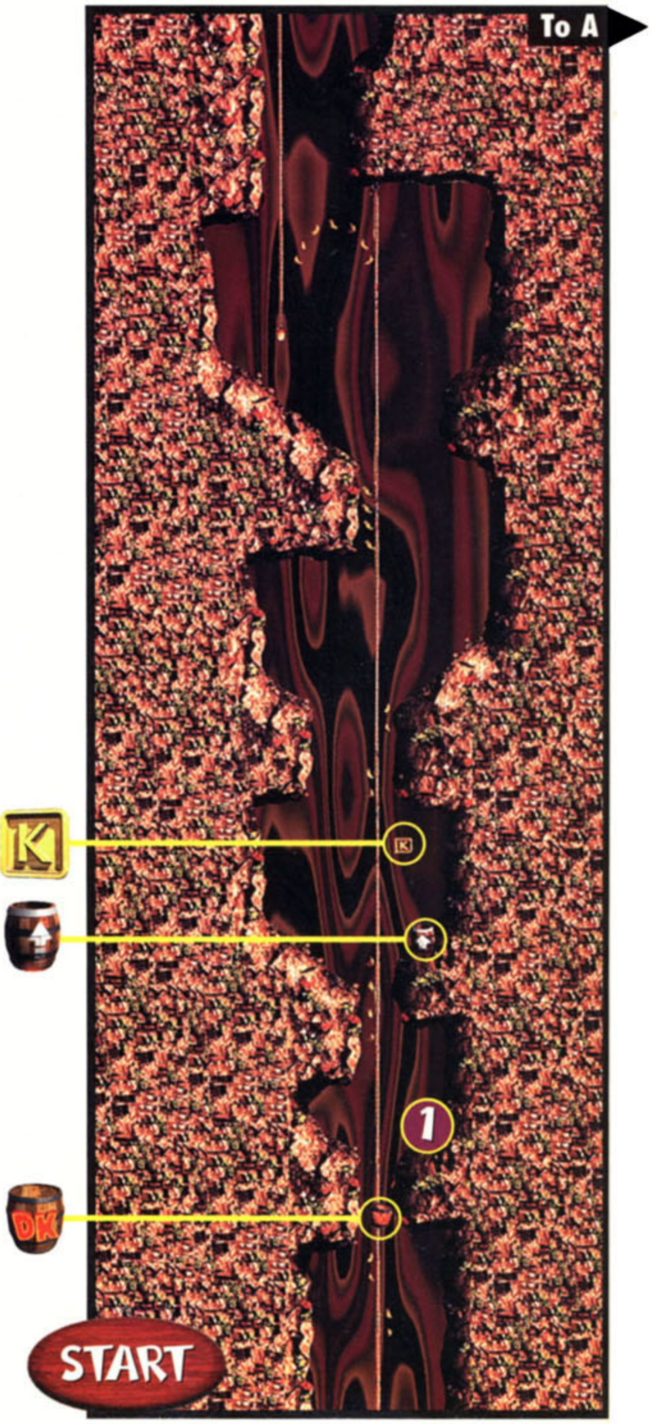
BONUS AREAS



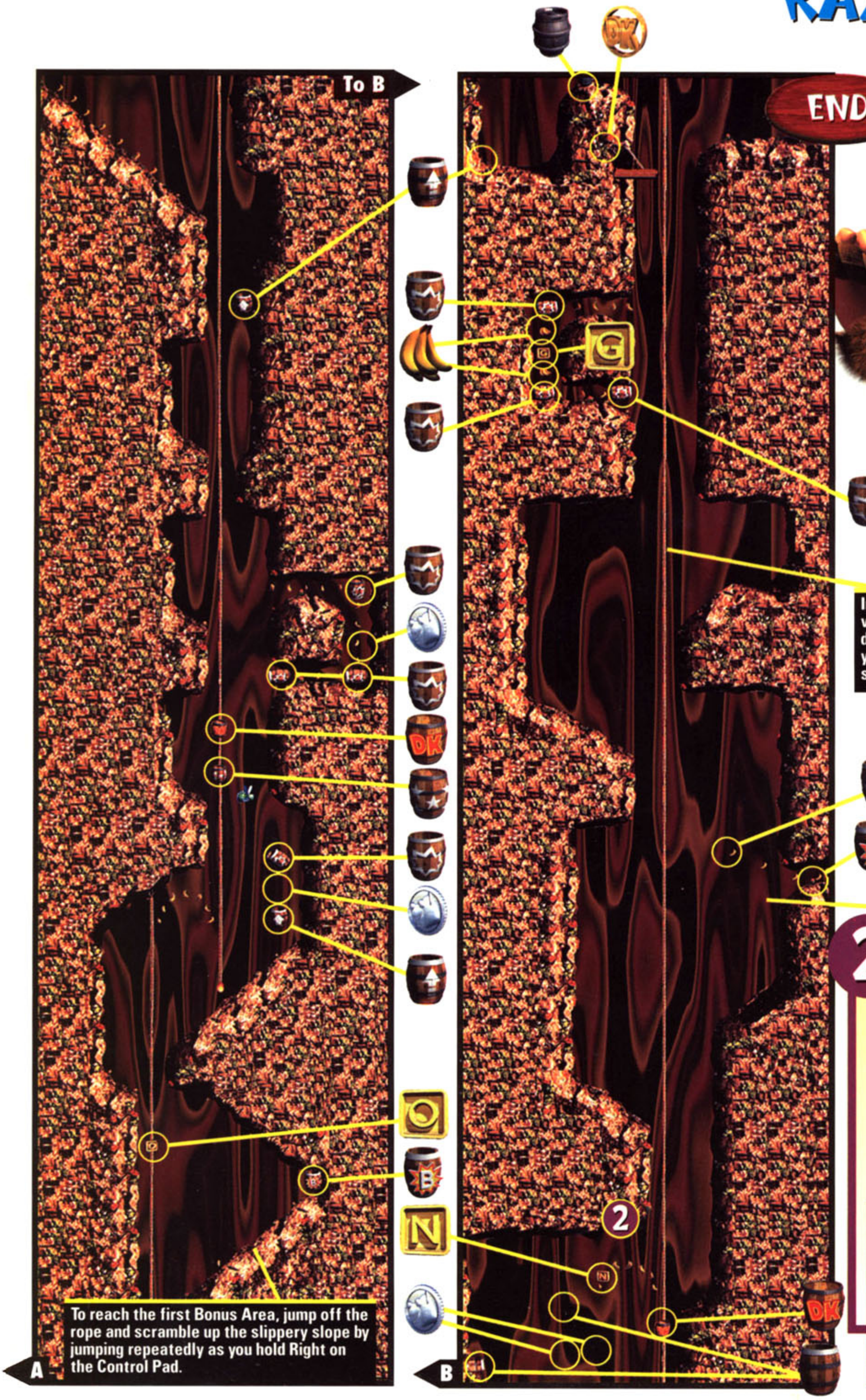
In the first Bonus Area you'll use Booster Barrels to blast around the Buzzes that block your progress upward. Just climb into the barrels and be ready to switch to the other side of the rope when you're blasted out.



Watch out for descending Kopters in the second Bonus Area. Alternate to the left and right sides of the rope to avoid their slashing blades.



RAZOR RIDGE



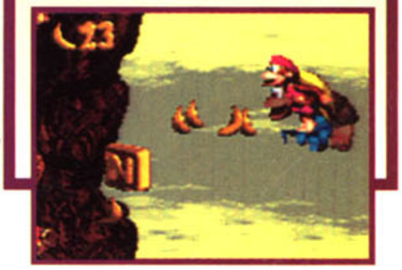
To reach the first Bonus Area, jump off the rope and scramble up the slippery slope by jumping repeatedly as you hold Right on the Control Pad.

Instead of coming down vertically, the Kopters attack diagonally at this point in your climb. Vary your climbing speed to avoid them.

After the trio of Buzzes, you'll see a lone banana to the right of the rope. Jump to it for a free ride into the second Bonus Barrel.

2 No Fear for the N

If you've made it this far, you've found that there are times when you want to jump off the rope. Jump for the letter N without fear. An invisible Auto-fire Barrel will return you to climbing position.



FLOODLIT FISH

The floodwater runoff of Razor Ridge has collected in a dark cesspool at the base of the cliffs. Luckily, your goodie buddy, Enguarde, is here to help!

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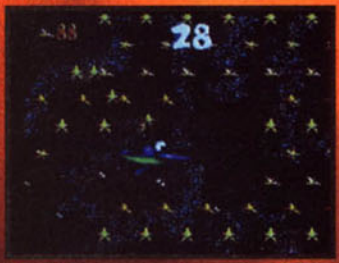
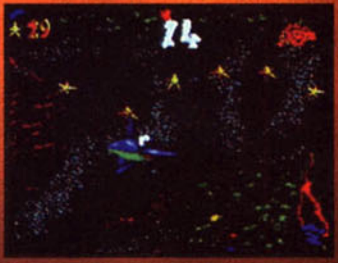
BONUS AREAS



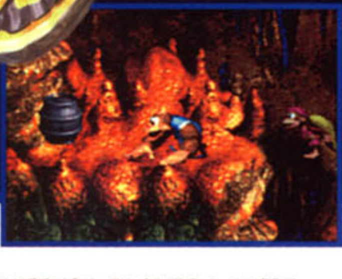
You'll have to collect a whopping 90 stars to make the Bonus Coin appear. There are no enemies here, so it's not very difficult. Using Enguarde's dash move (press and hold the A Button for a few seconds) will help you collect the stars quickly.

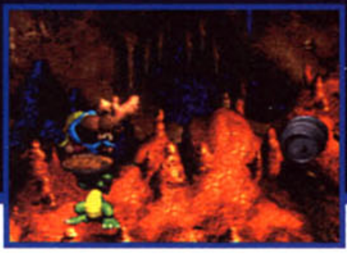


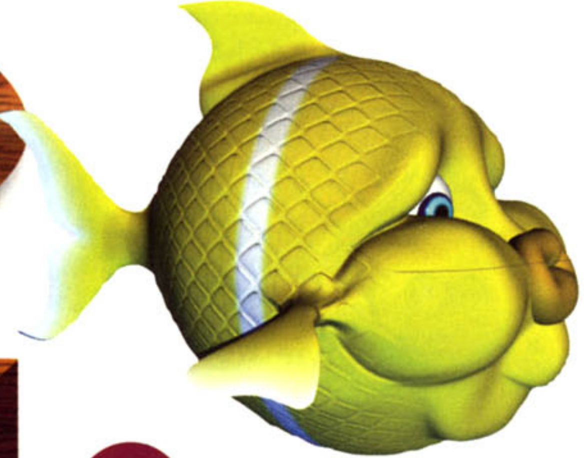
Navigating through a darkened maze is the challenge in the second Bonus Area. If you follow the trail of stars, you'll easily collect the Bonus Coin at the end.

CORRAL KOIN

Koin is hanging out above the goal flag in the well-lit cavern after the dark maze. The Auto-fire Barrel will launch you up to the Steel Barrel. Stand on top of Koin and throw the barrel against the wall to knock him out.

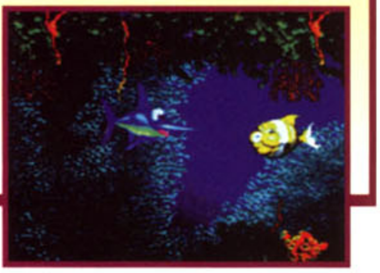




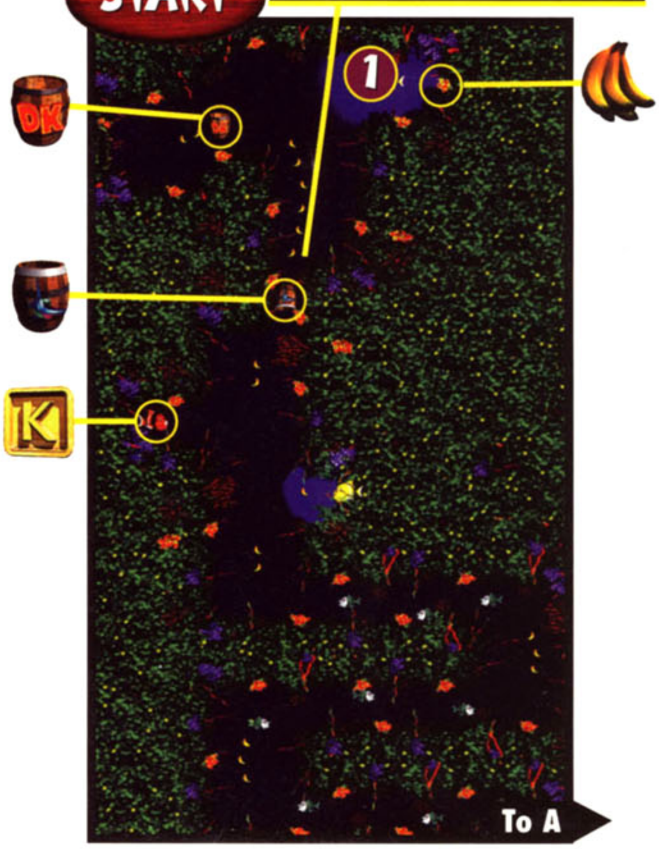


1 Pools of Light and Shadow

The bioluminescent bodies of the Gleamin' Breams will light your way through parts of this level, but you'll have to prod them with Enguarde's swordfish bill to get them to shine brightly.

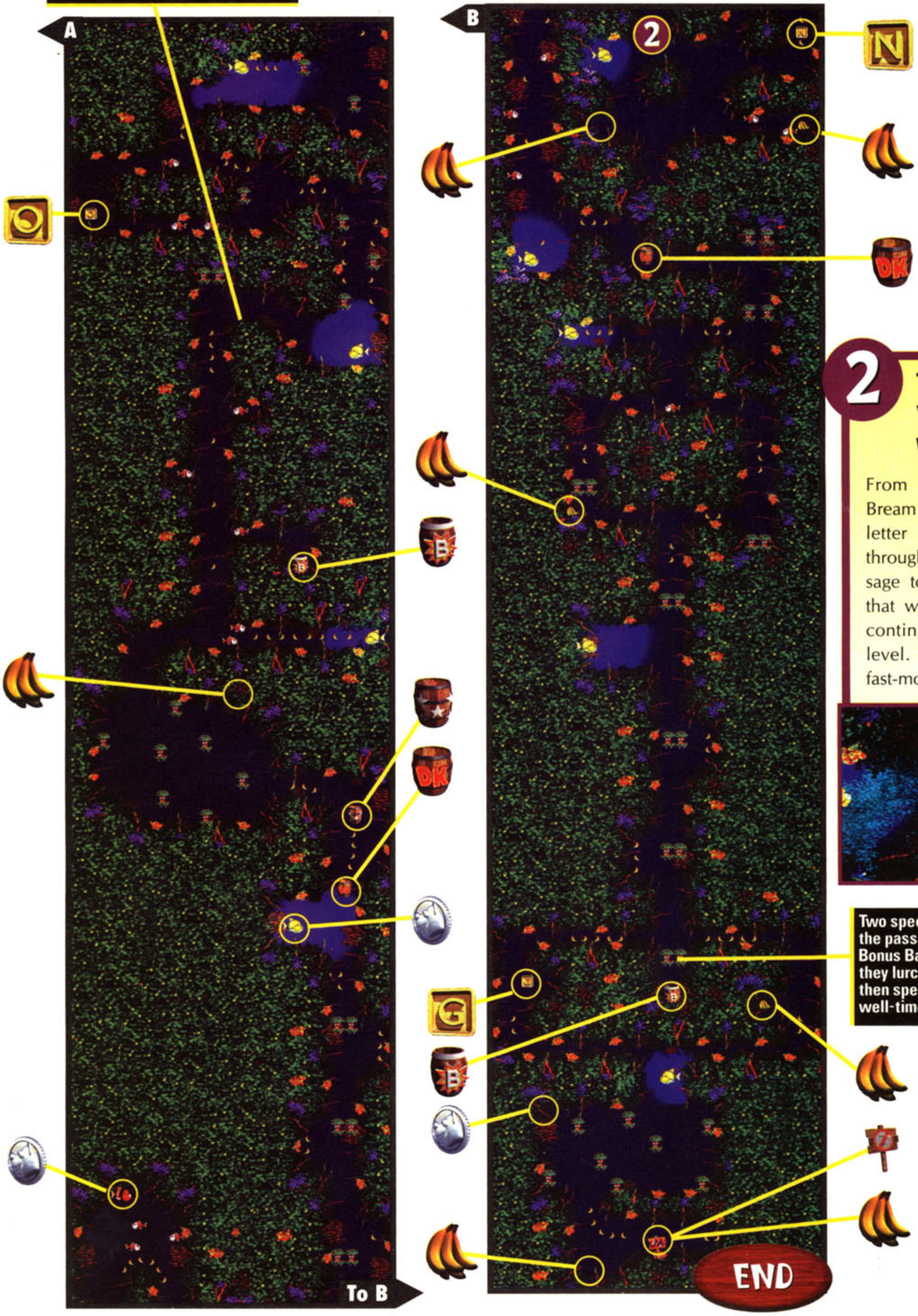


Swim down from the starting point to find the Enguarde Barrel. As Enguarde, you can poke the Gleamin' Breams to light up the level.



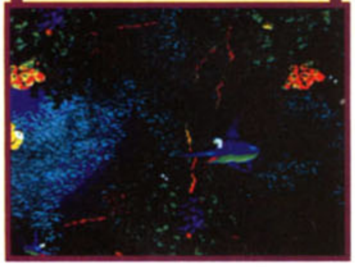
RAZOR RIDGE

Be on the lookout for pairs of fast-moving Lurchins at this point. Descend carefully because there are Kocos ahead!



2 Take the Upper Bend

From the Gleamin' Bream to the left of the letter N, swim up through a narrow passage to find the route that will allow you to continue through the level. Watch out for fast-moving Kocos!



Two speedy Lurchins guard the passage to the second Bonus Barrel. Wait until they lurch into your sights, then spear them with a well-timed dash!

POT HOLE PANIC

If you're an animal lover, this is the level for you! All of your goodie friends are here, and their unique abilities will help you make it past the pot holes without panicking.

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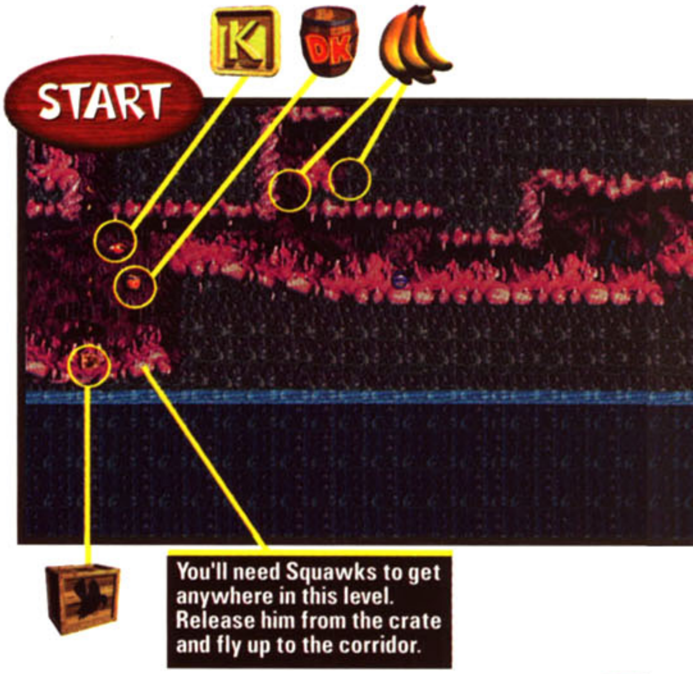
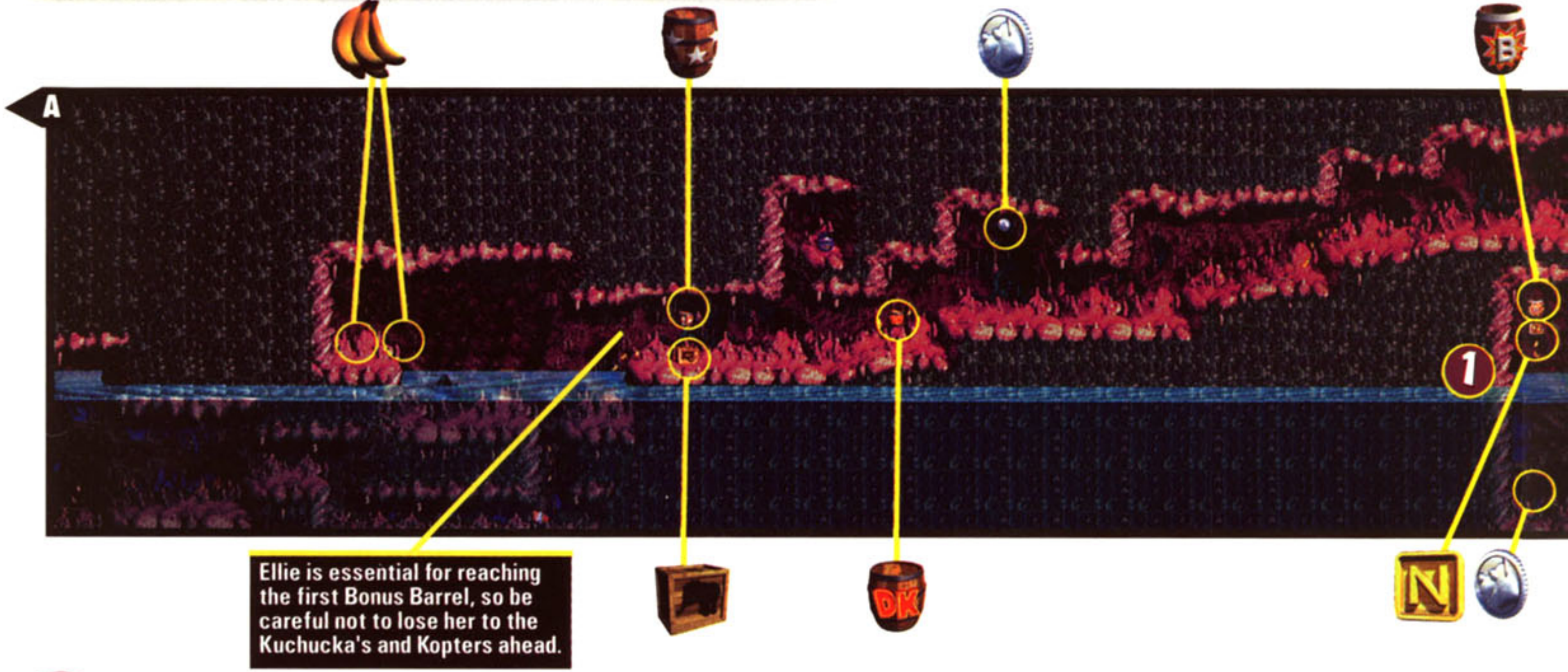


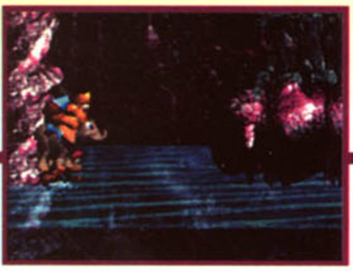
You'll need Squawks to get anywhere in this level. Release him from the crate and fly up to the corridor.

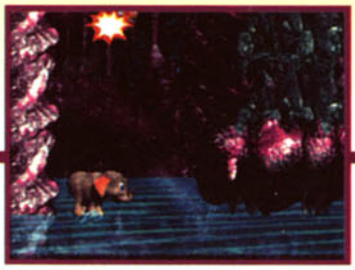


Ellie is essential for reaching the first Bonus Barrel, so be careful not to lose her to the Kuchucka's and Kopters ahead.

1 Elephantine Assist

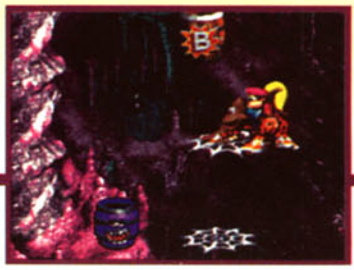
To reach the first Bonus Barrel, you'll need Ellie's help. Swim into position under the letter N. Make Ellie jump out of the water by pressing the B Button, then press the Y Button while in midair to leap off her back and into the Bonus Barrel.



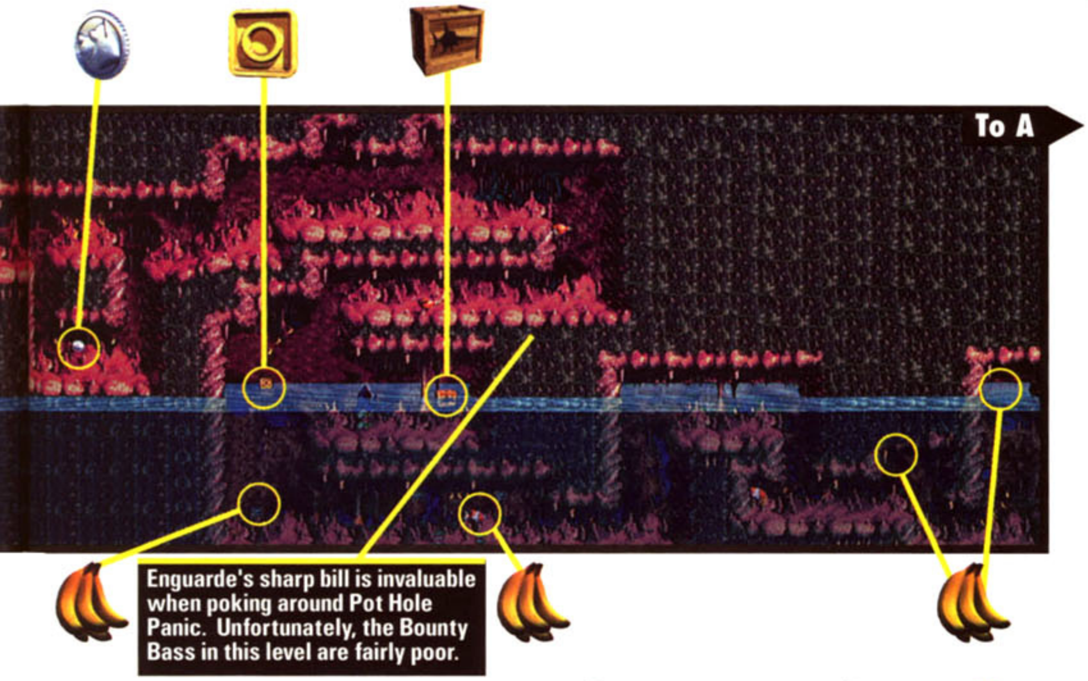


2 The Webbed Wonder

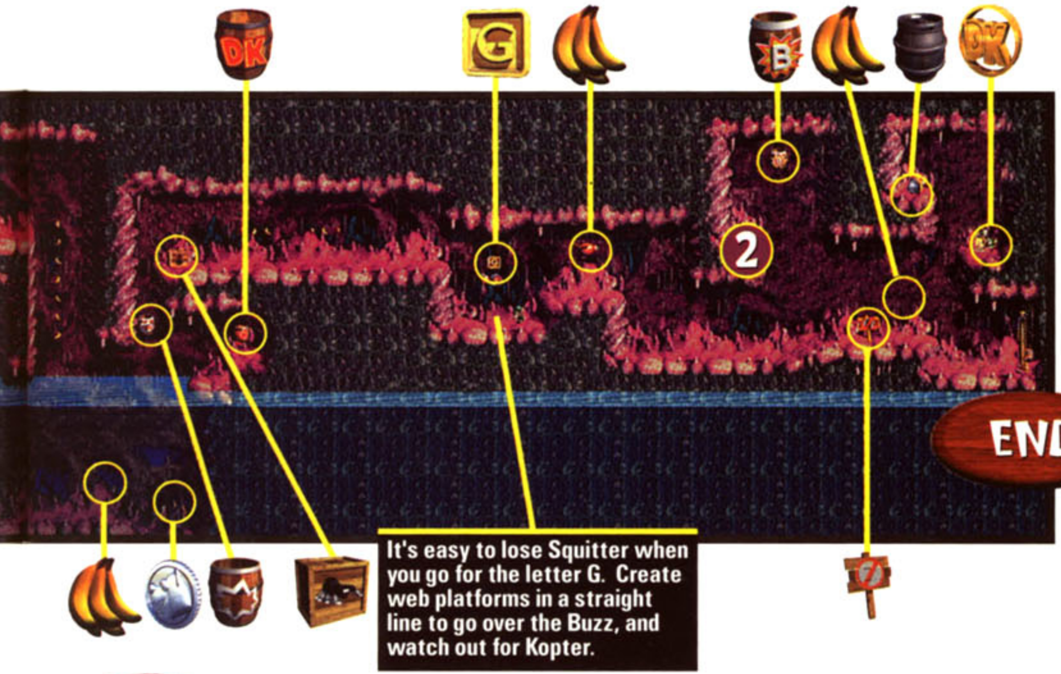
Reaching the second Bonus Barrel requires pinpoint placement of web platforms. The A and R Buttons create platforms. Press them again to make the platform stick. Start just to the right of the explosions and place platforms as you jump to reach the Bonus Barrel above. Don't stray to the left, into the trajectory of Kuchuka's bombs!



RAZOR RIDGE

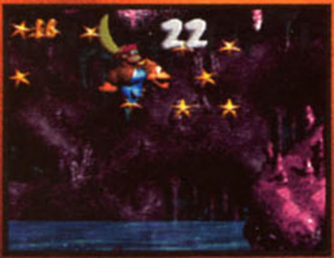


Enguarde's sharp bill is invaluable when poking around Pot Hole Panic. Unfortunately, the Bounty Bass in this level are fairly poor.

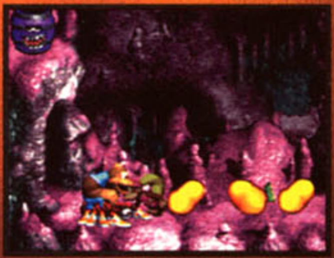


It's easy to lose Squitter when you go for the letter G. Create web platforms in a straight line to go over the Buzz, and watch out for Kopter.

BONUS AREAS



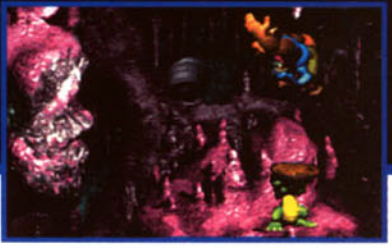
You'll have to use the same technique you used in entering this Bonus Area, jumping off Ellie's back in midair, to collect all 20 stars.



Squitter is safe from Kuchucka's bombs in the left and right corners of the Bonus Area. Hold down the Y Button to run as you go for 15 bananas.

KIBOSH KOIN

Koin is perched above the goal flag and it's easy to miss him unless you know he's there. Use Kiddy to throw Dixie up to get the Steel Barrel and use it to put the kibosh on Koin.



ROPEY RUMPUS

Those pesky Buzzes are back to hamper your mountain climbing efforts in this rope climbing cliffhanger. Time your jumps carefully to avoid them!

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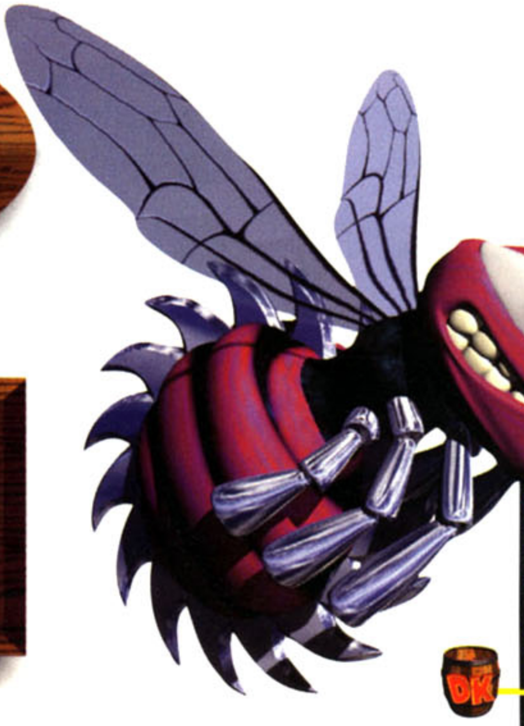
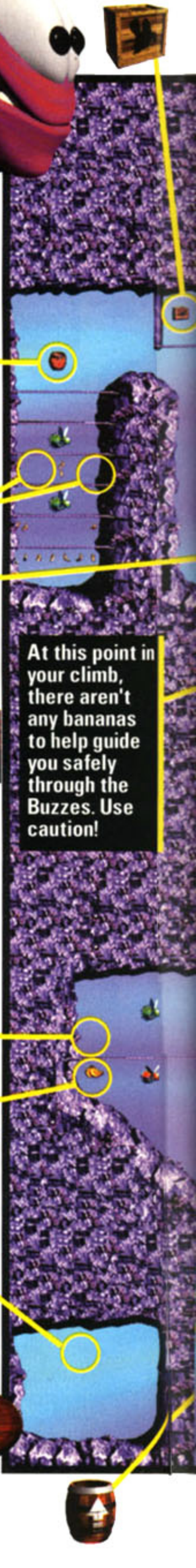
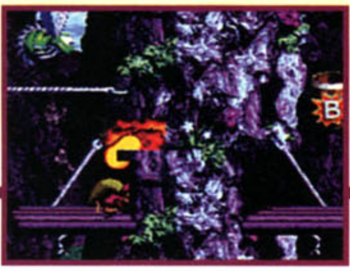




At this point in your climb, there aren't any bananas to help guide you safely through the Buzzes. Use caution!

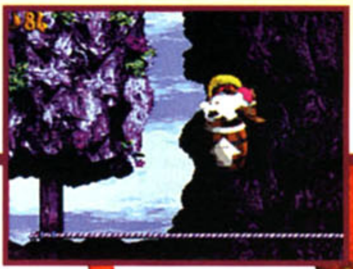
1 Blast for Access

Grab the TNT Barrel, then go through the tunnel and drop down to the platform below from the other side. Jump at the last second to make the tricky jump to the platform on the other side of the Bonus Barrel.

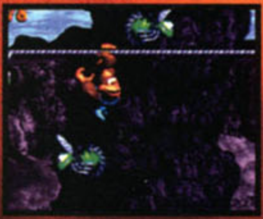


2 Take the High Road

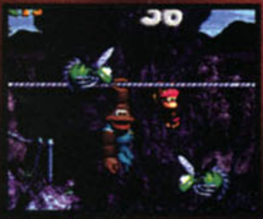
Don't miss the Booster Barrel that will launch you up to the upper shortcut passage. Not only can you score some items up there, it will make it easy to keep Parry through to the end.



B BONUS AREAS



The Bonus Coin is yours for the finding in the first Bonus Area. Use the bananas as a guide to the safe spots between the Buzzes.

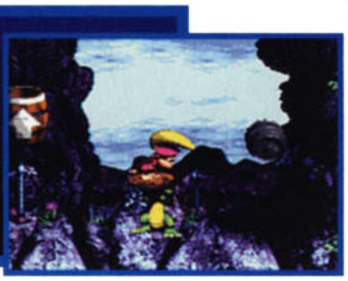


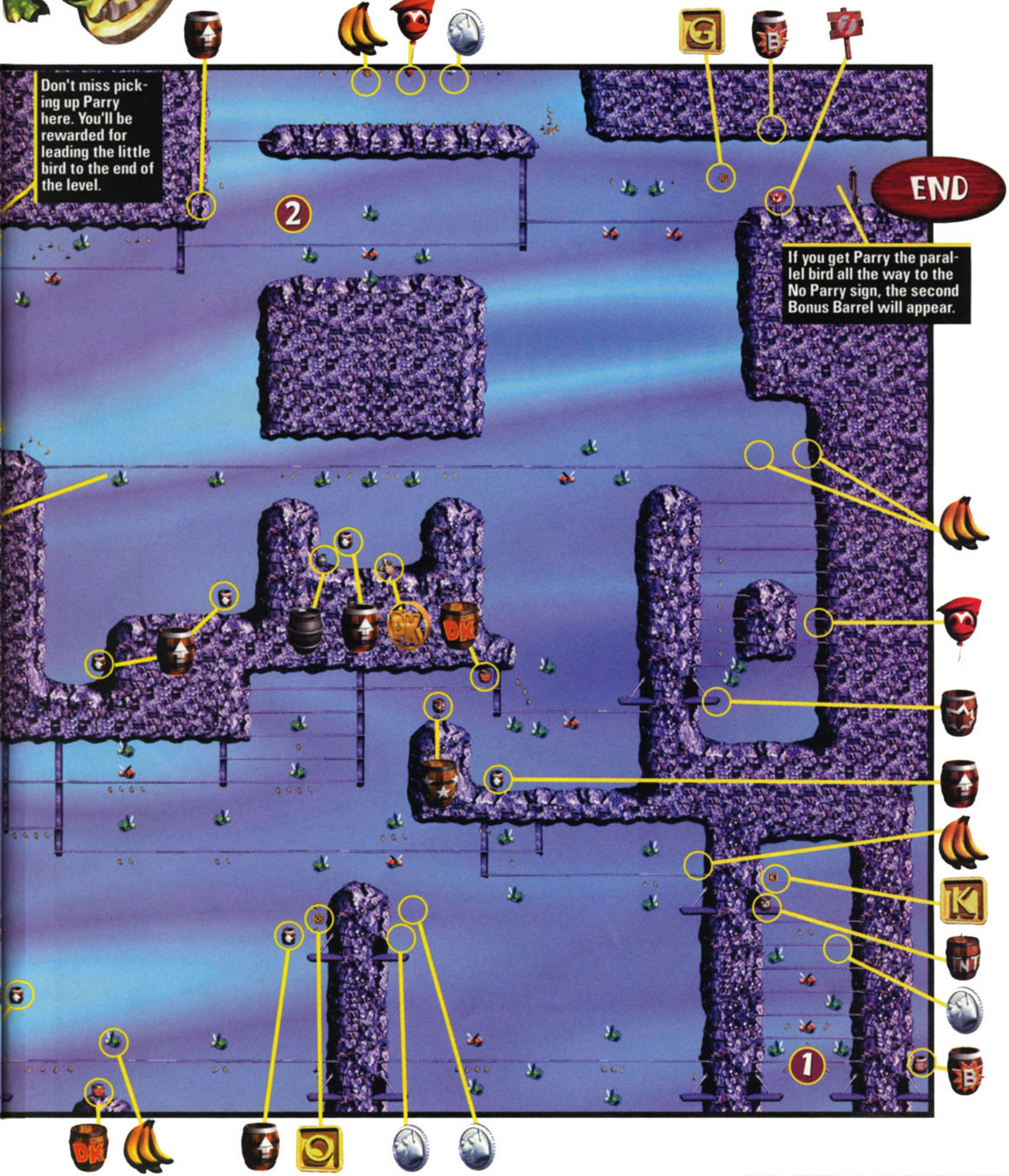
Nimble jumping is the key to collecting 15 bananas in the second Bonus Area. The middle of the rope is safe, so you can hang out there while waiting for the next banana to appear.

RAZOR RIDGE

CHILL OUT, KOIN

Koin's easy to pass up if you don't know his hiding place. Drop down from the rope above him, take the Steel Barrel and bowl him over!

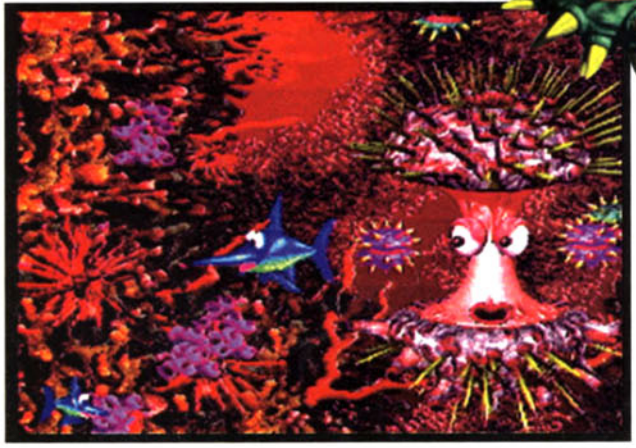




Don't miss picking up Parry here. You'll be rewarded for leading the little bird to the end of the level.

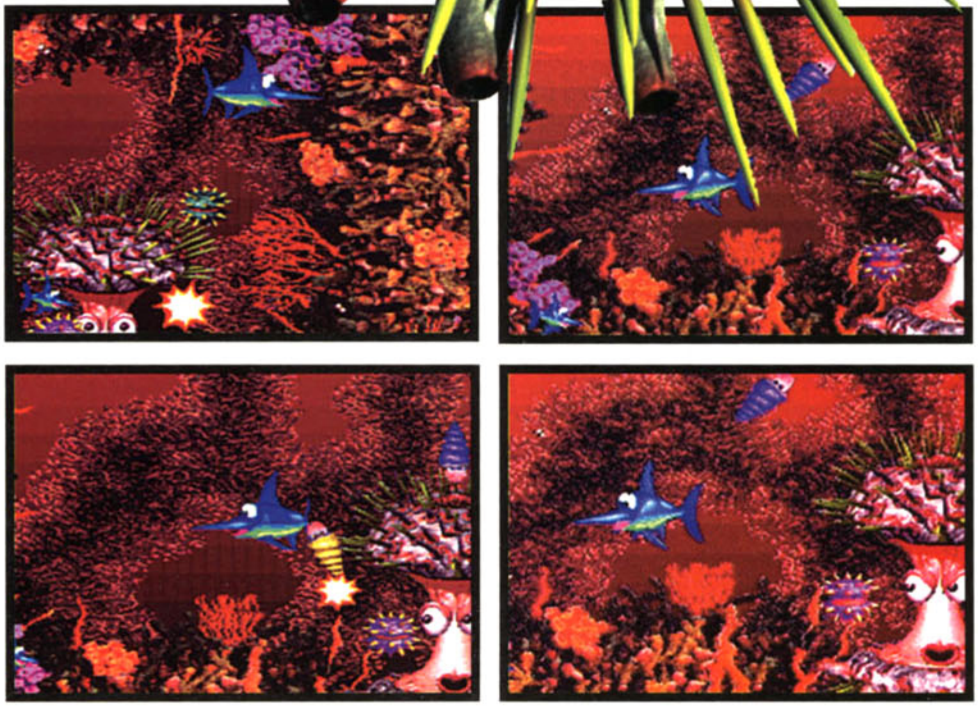
If you get Parry the parallel bird all the way to the No Parry sign, the second Bonus Barrel will appear.

BARBOS'S BARRIER

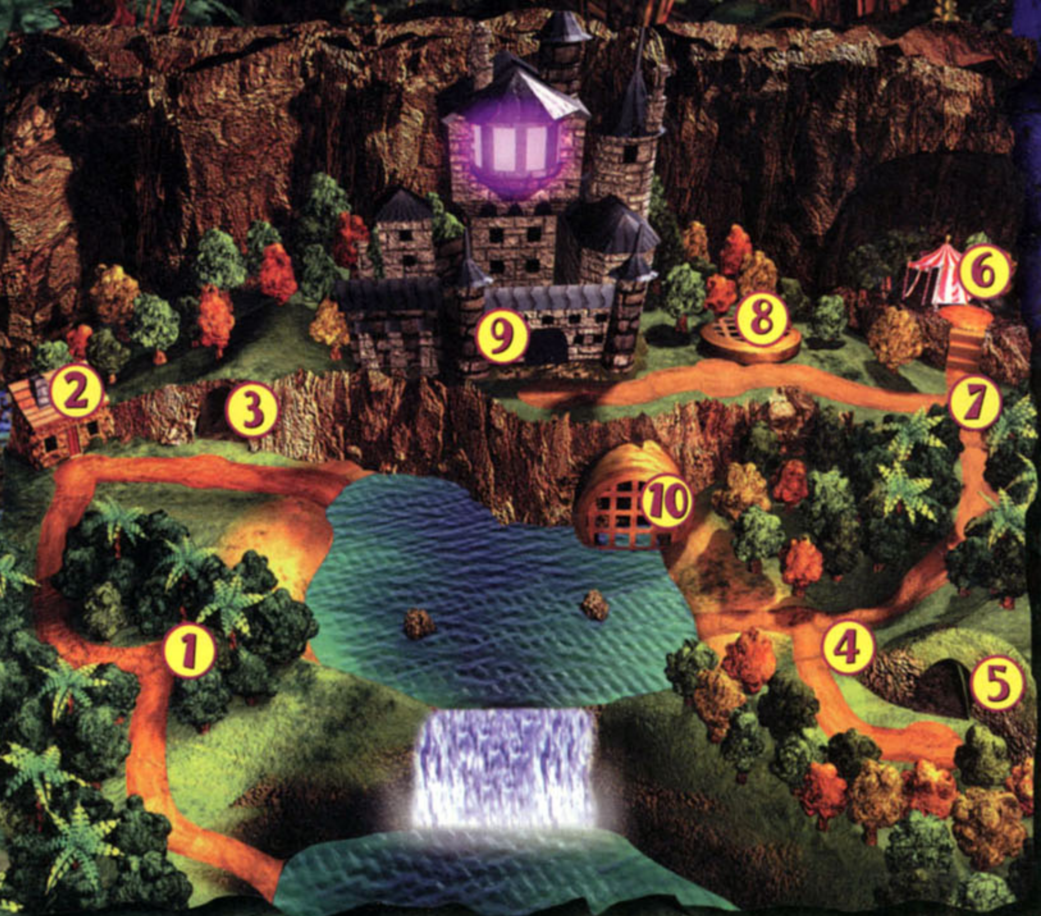


The Mother of All Spiny Things

Barbos, the mother of all spiny things, is one of the most complex bosses in DKC 3. As Enguarde, you'll fight pins with needles, or in this case, your swordfish bill. There are three stages to defeating the princess of pin cushions, and in each one, she's vulnerable only inside her spiked shell. In the first part of the battle with Barbos, poke the Lurchins so they fall and knock out the big baddie's pink spiny shields, then jab her in the face. Barbos will retreat downward, to a lower cavern and will launch homing missile shells at you. Dodge these and try to lure them into pointing at her when they start flashing. When they stop flashing, they will launch at whatever they are aimed at. You must use these missiles to knock out her second set of shields. Once her guard is down, stab her again. Again, Barbos will retreat to a lower cavern. In the final assault, Barbos will fire spikes out of the bottom of her shell. Dodge the first wave, then go to the top of the screen, close to Barbos's upper shell but not quite touching it. If you find the right spot you'll be safe from her spines. Poke her in the eye three more times, as fast as you can, to burst her bubble!



KAOS KORE



Baffle Bear

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1. Konveyor Rope Klash
2. Baffle's Code Room
3. Creepy Caverns
4. Lightning Look-out
5. Wrinkly's Save Cave
6. Koindozer Klamber
7. Swanky's Sideshow
8. Poisonous Pipeline
9. Kastle Kaos
10. Sewer Stockpile

KONVEYOR ROPE KLASH

Memorizing the direction of each Konveyor Rope is the key to success in this level. Don't try to go too fast and try to stay in control for best results.

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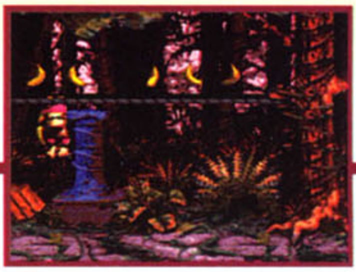
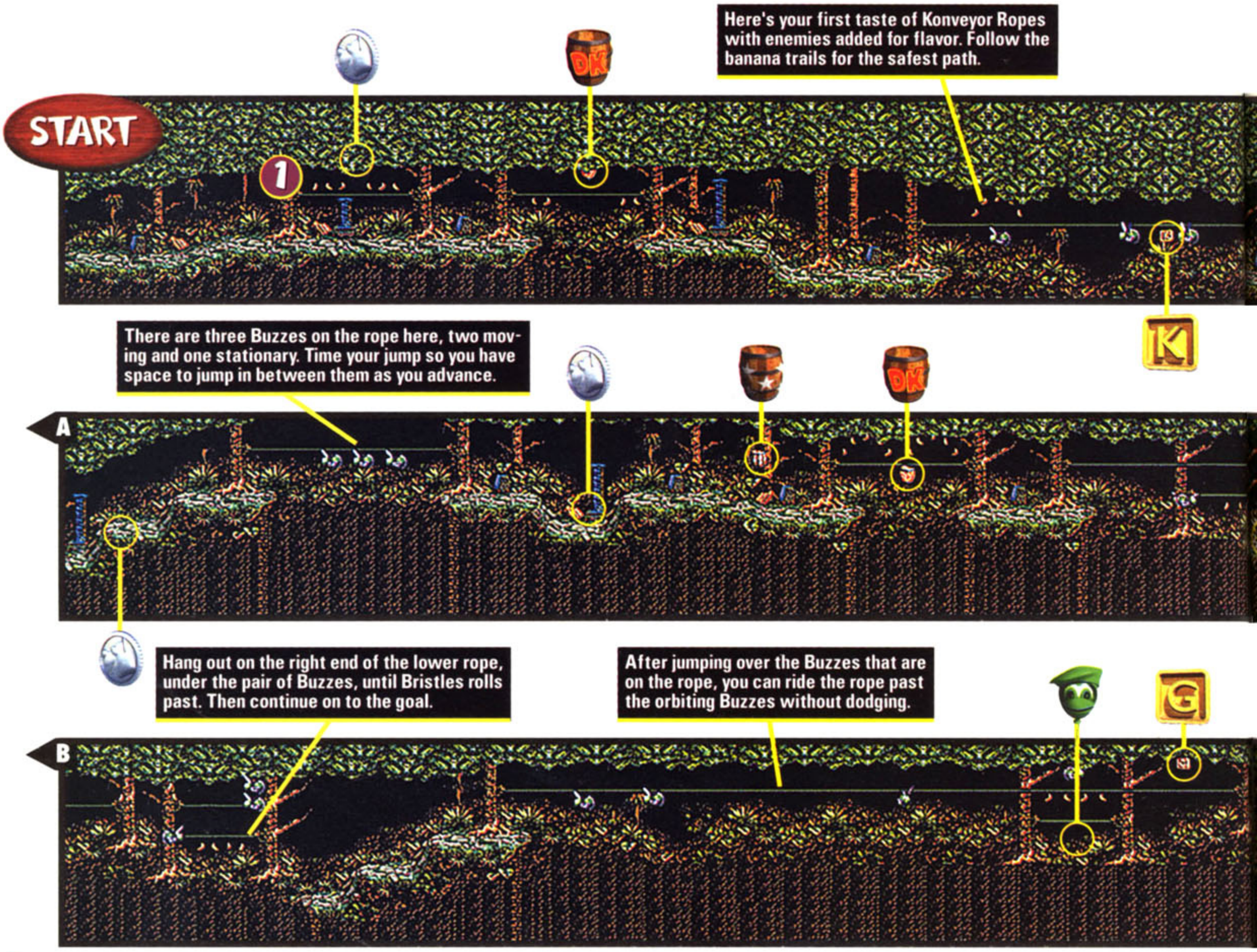
1 Crazy Konveyor Ropes

Konveyor Ropes carry you along to the right or left at an alarming speed. Don't panic! Hang out for a second and see what direction you're going before you make a move.





Here's your first taste of Konveyor Ropes with enemies added for flavor. Follow the banana trails for the safest path.

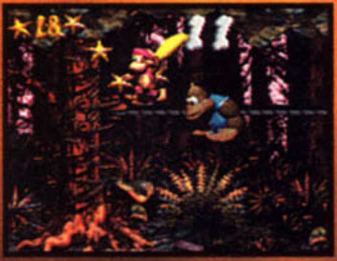
There are three Buzzes on the rope here, two moving and one stationary. Time your jump so you have space to jump in between them as you advance.

Hang out on the right end of the lower rope, under the pair of Buzzes, until Bristles rolls past. Then continue on to the goal.

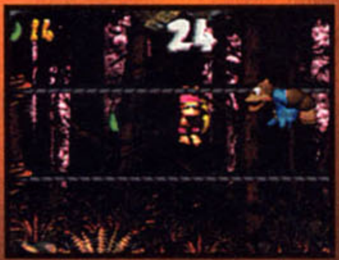
After jumping over the Buzzes that are on the rope, you can ride the rope past the orbiting Buzzes without dodging.

KAOS KORE

BONUS AREAS



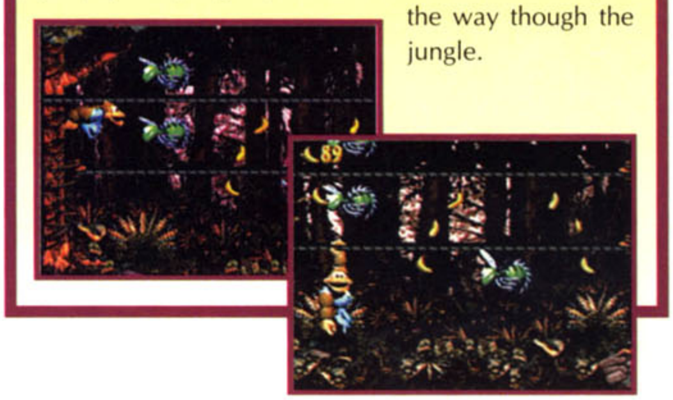
Search for stars hidden behind the leaves to find the 30 you will need to make the Bonus Coin appear.

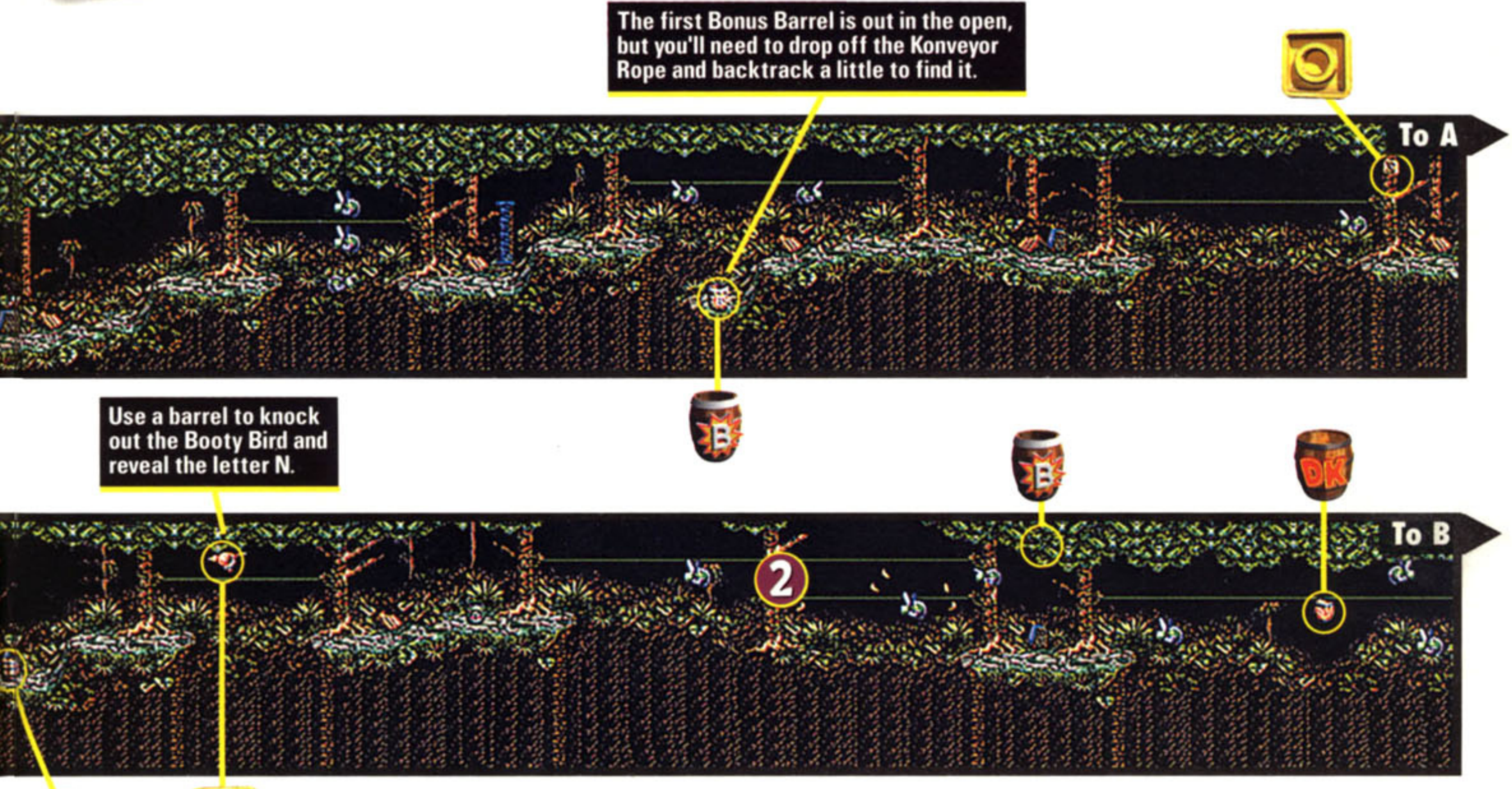


The high-speed Konveyor Ropes make it quick work to collect 15 bananas. Just be careful not to jump off.

2 Quick Climb Attack!

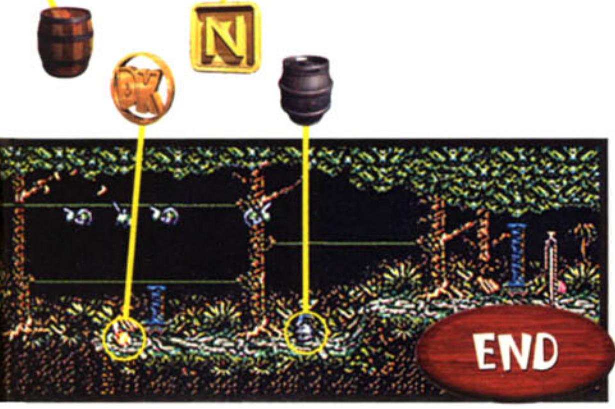
Move monkey, move! The fast Konveyor Ropes here will ride you right into the Buzzes if you don't jump quickly. Again, the banana trails will show you the way though the jungle.



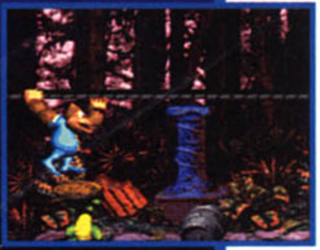


The first Bonus Barrel is out in the open, but you'll need to drop off the Konveyor Rope and backtrack a little to find it.

Use a barrel to knock out the Booty Bird and reveal the letter N.



KONVEY OVER KOIN!



Throw the Steel Barrel against the right wall, then ride the Konveyor Rope over Koin as the barrel rolls into him.

CREEPY CAVERNS

Creepy Caverns will give you goosebumps! You'll have to time your jumps into the ghostly Boo Barrels to get anywhere in this fright-fest.

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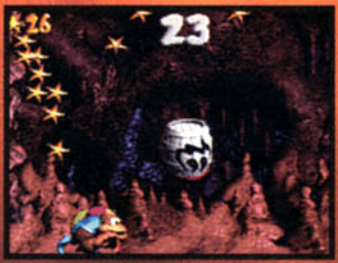
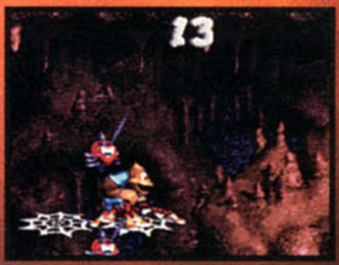
BONUS AREAS



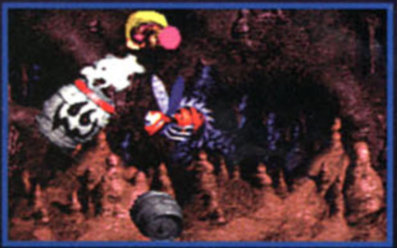
The first Bonus Area isn't scary at all. The Boo Barrel will blast you up into the air to collect 50 stars. Avoid jumping into the Boo Barrel when it is pointing down, as that will waste time.

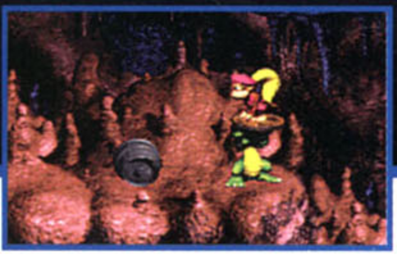


The second Bonus Area challenges you to find the coin with Squitter. Place your web platforms carefully and time your jumps between the appearances of the Boo Barrels.

CANNON TO KOIN

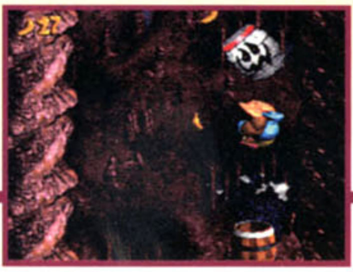
Grab the Steel Barrel. Jump up when the Boo Barrel disappears, then toss it to the right while pressing Up on the Control Pad. Time your jump and throw so you fall into the Boo Barrel after releasing the Steel Barrel. Run past the rolling Steel Barrel and jump on top of Koin so he raises his shield.

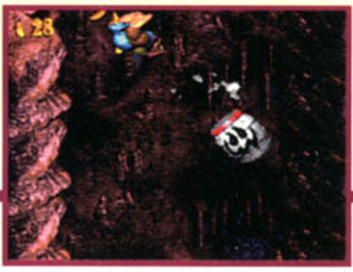




1 Spooky Shooters

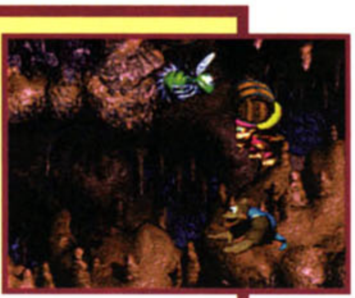
Boo Barrels phase in and out of existence, reappearing at different angles. When you jump into them, they will blast you out. Look before you leap to learn the method to their madness. Sometimes you'll have to time your shot from a Blast Barrel to a materializing Boo Barrel.

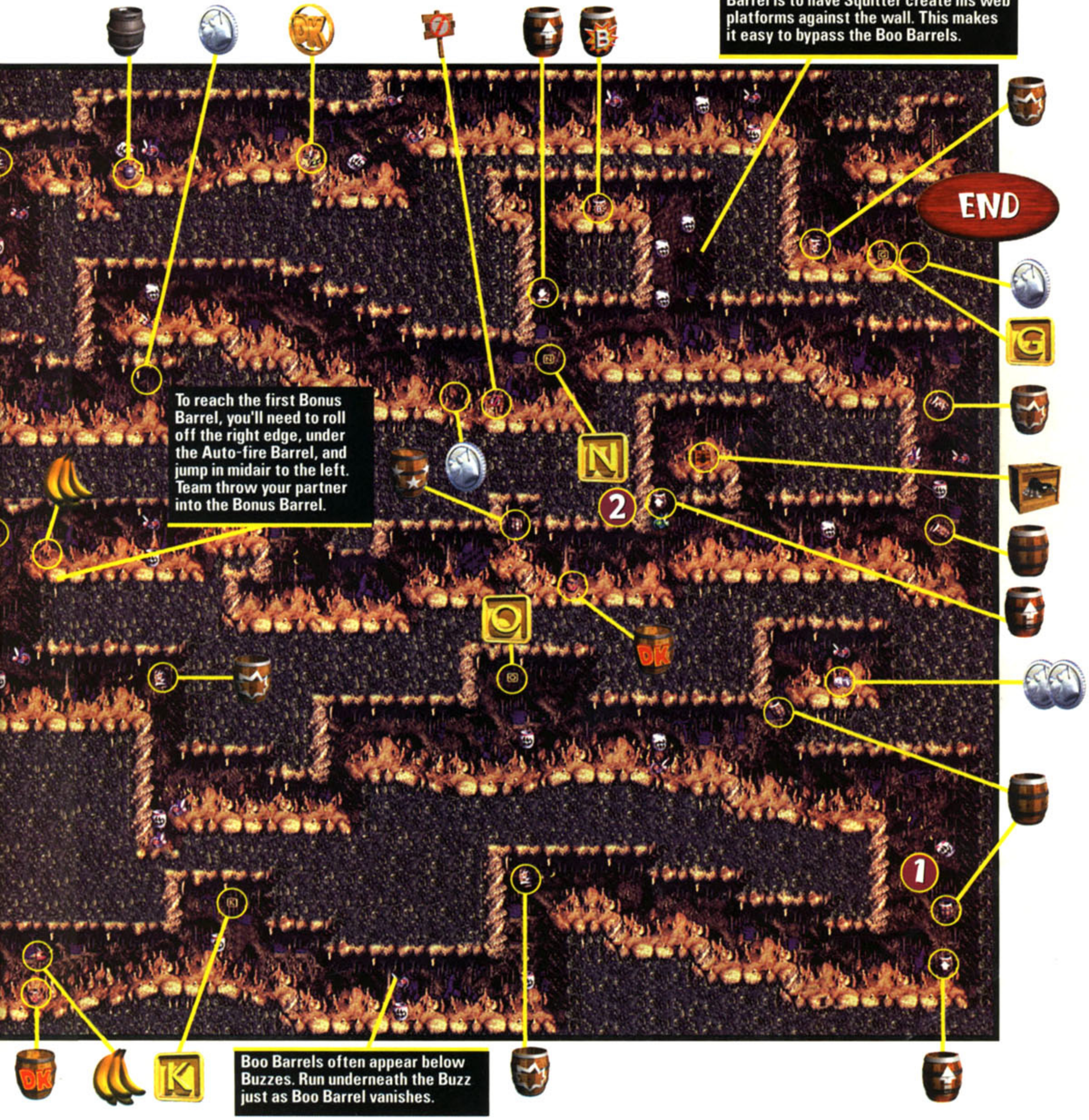




2 Knocka Out Buzz

Stomp the Knocka by the Star Barrel once, then pick him up and carry him to the right, past Krumple. Use Knocka to take out Buzz, then team throw into the Auto-fire Barrel. You'll find a Squitter Crate above. You'll need your arachnid ally to reach the second Bonus Barrel.





The trick to reaching the second Bonus Barrel is to have Squitter create his web platforms against the wall. This makes it easy to bypass the Boo Barrels.

To reach the first Bonus Barrel, you'll need to roll off the right edge, under the Auto-fire Barrel, and jump in midair to the left. Team throw your partner into the Bonus Barrel.

Boo Barrels often appear below Buzzes. Run underneath the Buzz just as Boo Barrel vanishes.

LIGHTNING LOOK-OUT

Krakoom! Zap! If you don't like the sound of that, you'll keep on the look-out for lightning in this level! It's an electrifying area.

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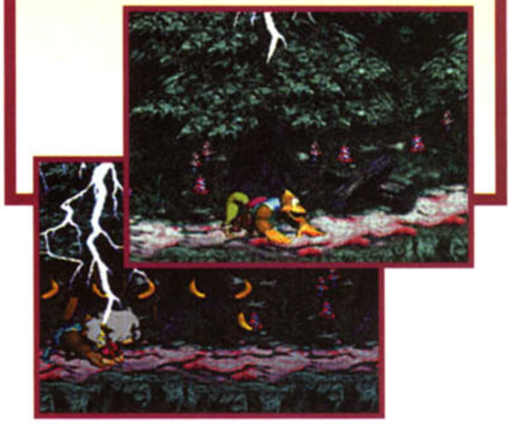
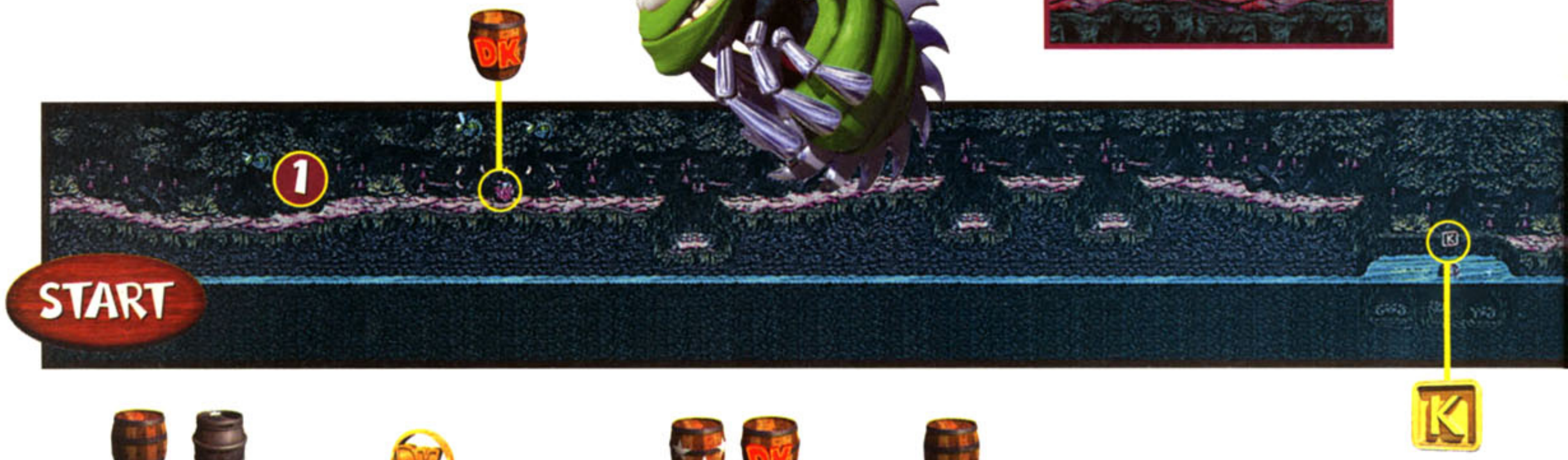
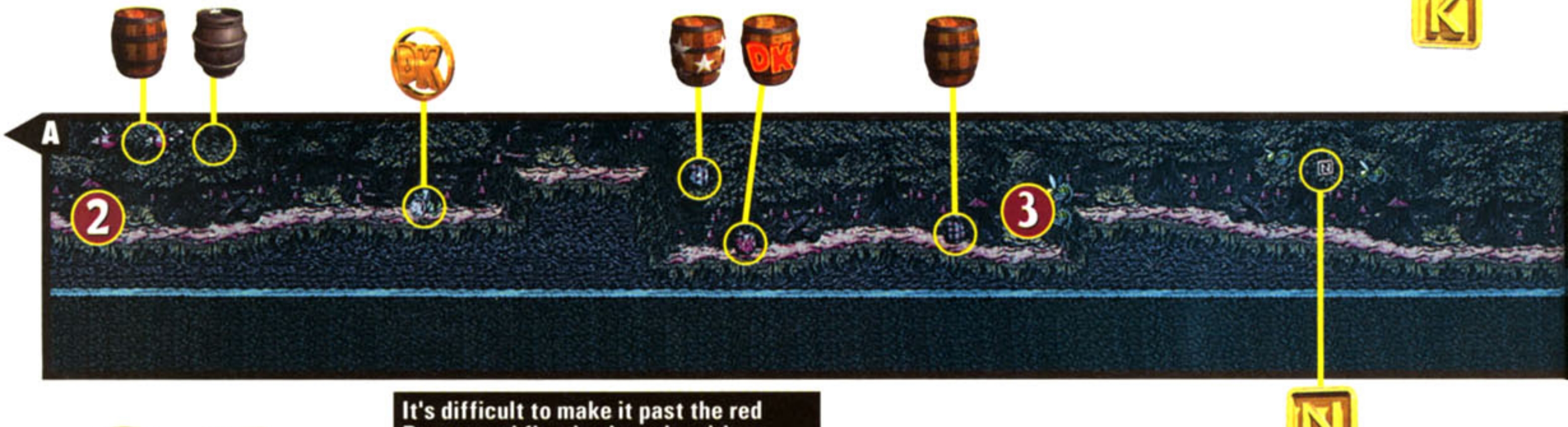
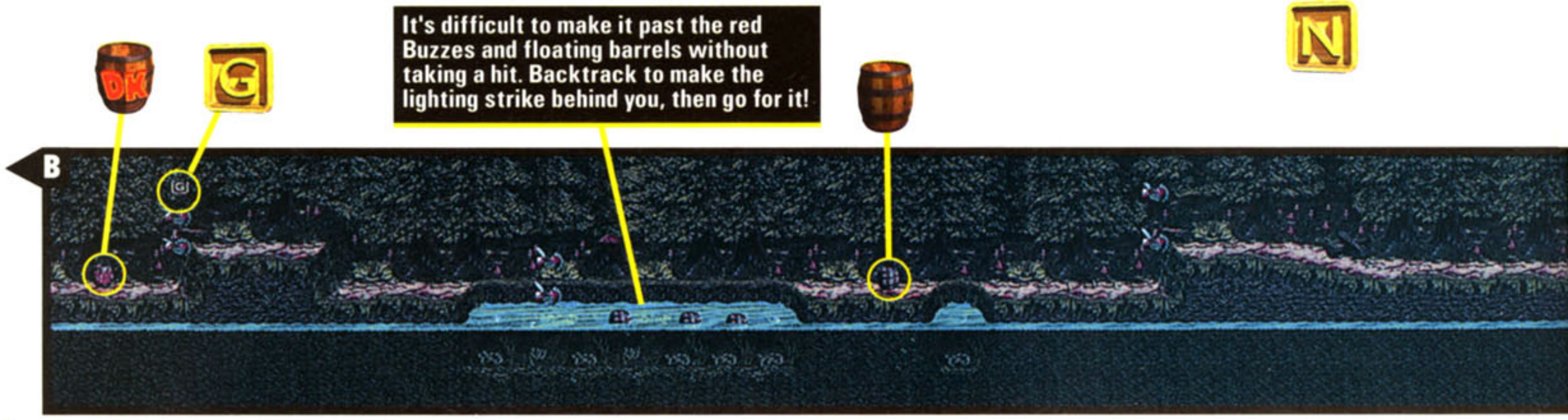
1 Lightning Strikes

You'll see a short warning shot before the full lightning bolt strikes. If you see the warning shot ahead, wait for the full strike before you continue. The lightning seems to anticipate where you are going, so if you back-track and then go forward, you can confuse it. If you're patient, you won't get zapped!





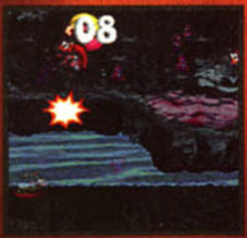




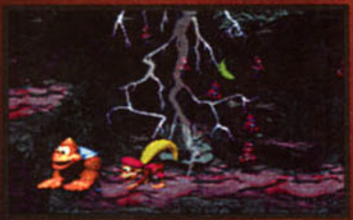
It's difficult to make it past the red Buzzes and floating barrels without taking a hit. Backtrack to make the lighting strike behind you, then go for it!

KAOS KORE

BONUS AREAS



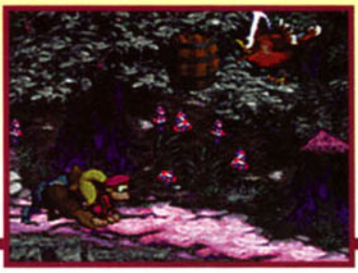
Be careful when you jump out of the water to bash the Knik-Knaks. Try to bounce from enemy to enemy when you can.

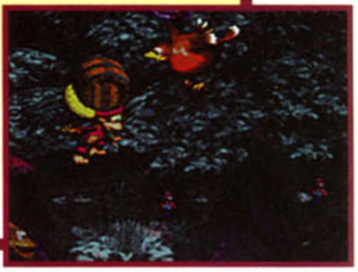


Dodge back and forth to the edge of the pit as you collect the bananas so the lightning can't get a bead on you.

2 Protected Species

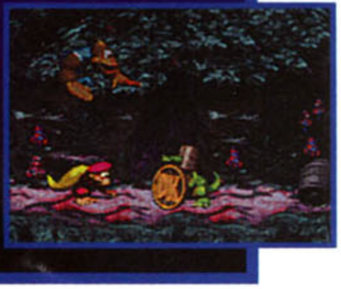
Let the lightning take out the first Booty Bird, then use the barrel you get to beat the second Booty Bird. Lighting will only rarely hit the second bird because he has a Buzz flying over him. You'll get the Steel Barrel from the second Booty Bird.

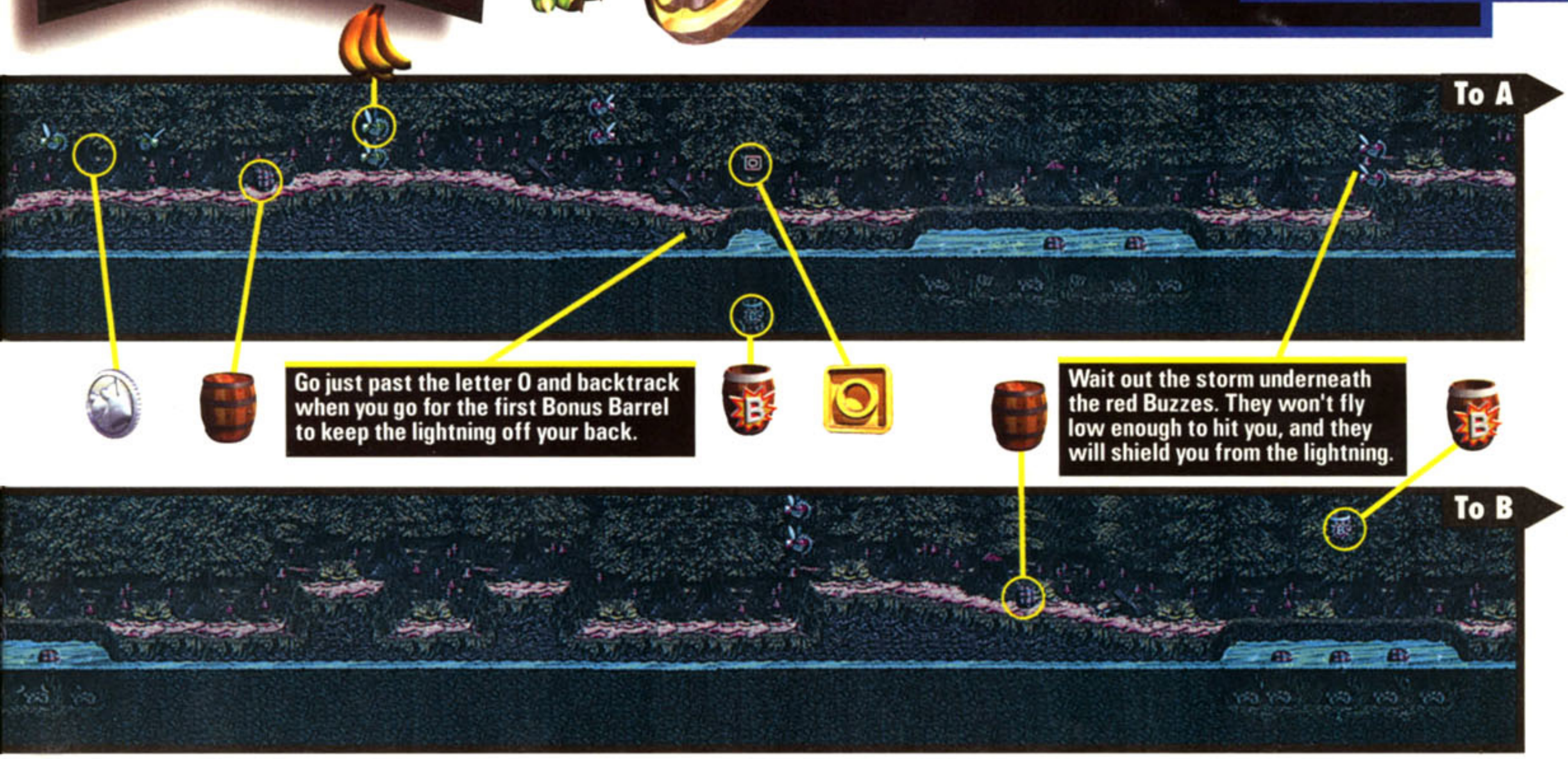




KRAKOOM! KOIN!

Once you have the Steel Barrel from the Booty Bird, it's easy to shock Koin into giving up his DK Coin. Just don't forget about dodging the lightning!



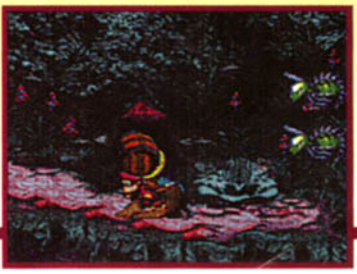


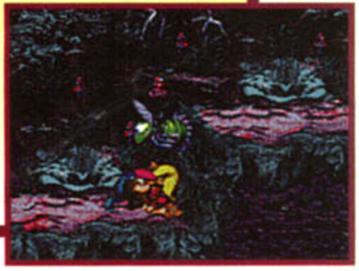
Go just past the letter O and backtrack when you go for the first Bonus Barrel to keep the lightning off your back.

Wait out the storm underneath the red Buzzes. They won't fly low enough to hit you, and they will shield you from the lightning.

3 Love the Lightning

You'll soon discover that the lightning can be your friend. It will take out all enemies except for the red Buzzes. An enemy overhead will shield you from the strike, or you can carry a barrel over your head for protection. Whatever you do, stay out of the water during a lightning strike!





KOINDOZER KLAMBER

You've pushed Koin around one too many times! Now he's rounded up his cousins, the Koindozer Klan, to get even for all the DK Coins you've taken from him.

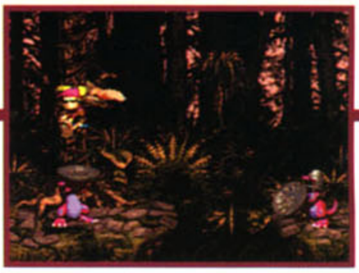
3

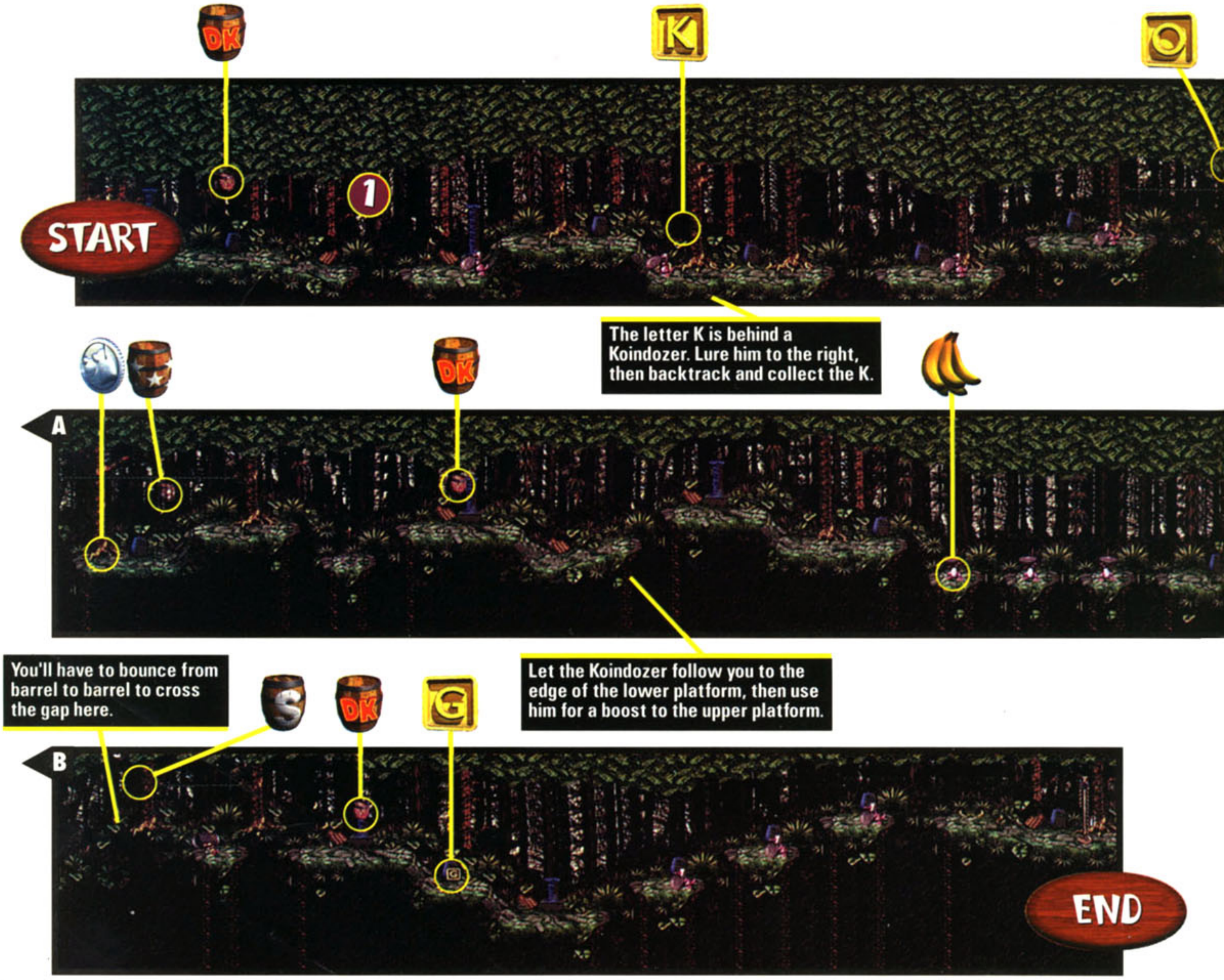
0

3

1 Koindozer Cooperation

The Koindozers will relentlessly shove you if you stand next to them. Like Koin, you can stand directly on top of them and use them as a platforms. Dixie's Helicopter Spin makes it easier to come to a pinpoint landing directly on their shields. Sometimes you'll need to lure the Koindozers into a position where they can help you reach a higher platform.



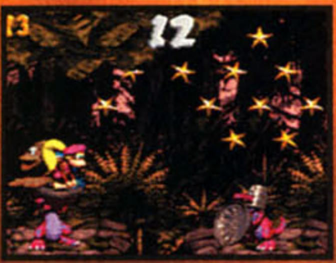


The letter K is behind a Koindozer. Lure him to the right, then backtrack and collect the K.

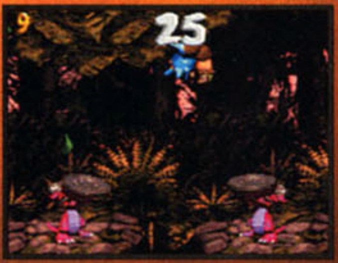
Let the Koindozer follow you to the edge of the lower platform, then use him for a boost to the upper platform.

You'll have to bounce from barrel to barrel to cross the gap here.

BONUS AREAS



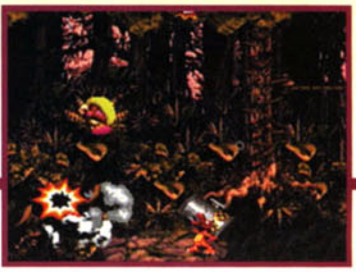
The first Bonus Barrel is up and to the left of the first Bazuka. Be sure to get all the stars hidden by the branches above in order to get the Bonus Coin.

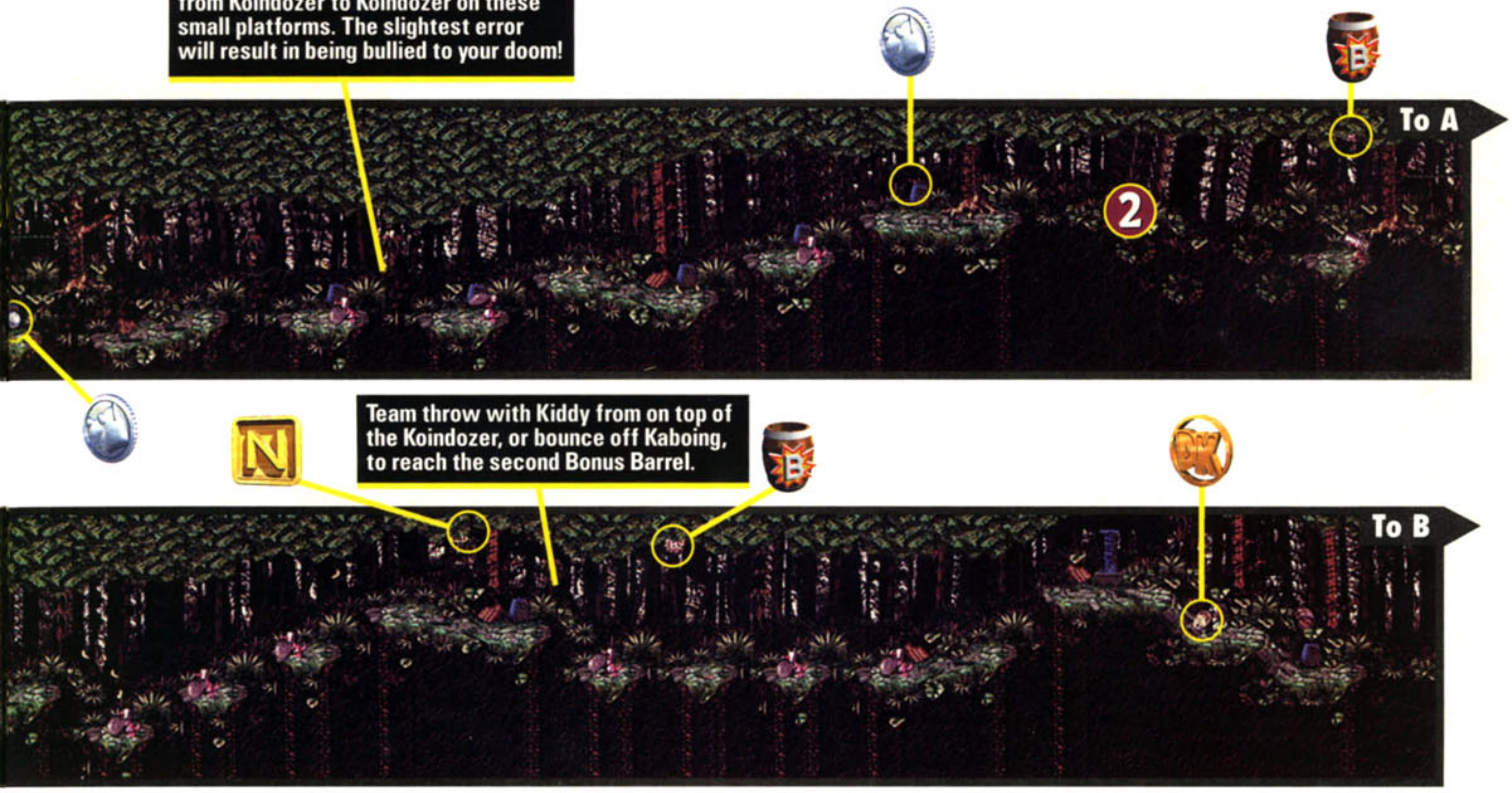


Jump from Koindozer to Koindozer to collect 15 bananas and make the second Bonus Coin appear.

2 Barrel Over the Gap

In order to cross the gap at this point you'll need to bounce off the barrels that Bazuka fires out of his cannon. Once across the gap, you'll have to jump from on top of Bazuka to the rope above.



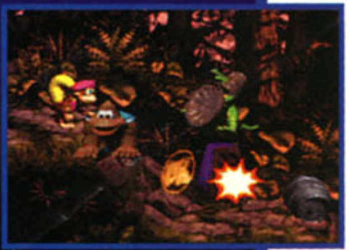


Use Dixie and Helicopter Spin jump from Koindozer to Koindozer on these small platforms. The slightest error will result in being bullied to your doom!

Team throw with Kiddy from on top of the Koindozer, or bounce off Kaboing, to reach the second Bonus Barrel.

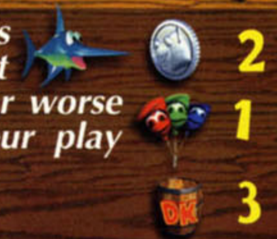
COMMANDEER KOIN

You'll need Bazuka's help to get the DK Coin. Ride Bazuka's barrels over the gap. Hit the Switch Barrel above and to the left of Bazuka. Backtrack to Koin. Now the Steel Barrels will take him out.



POISONOUS PIPELINE

The purple substance in this pipeline is poisonous but it won't kill you. Oh, no, it's far worse than that. It will reverse your play control!



1 Kongfused Control

Whenever the Kongs are in the water, the Left and Right directions on the Control Pad will be reversed. This will, of course, make it more difficult to maneuver between the many aquatic obstacles in this level.

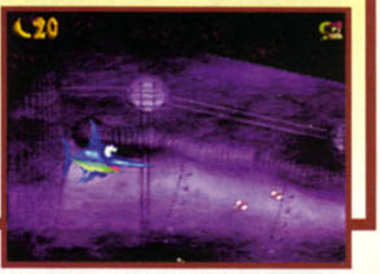
BONUS AREAS

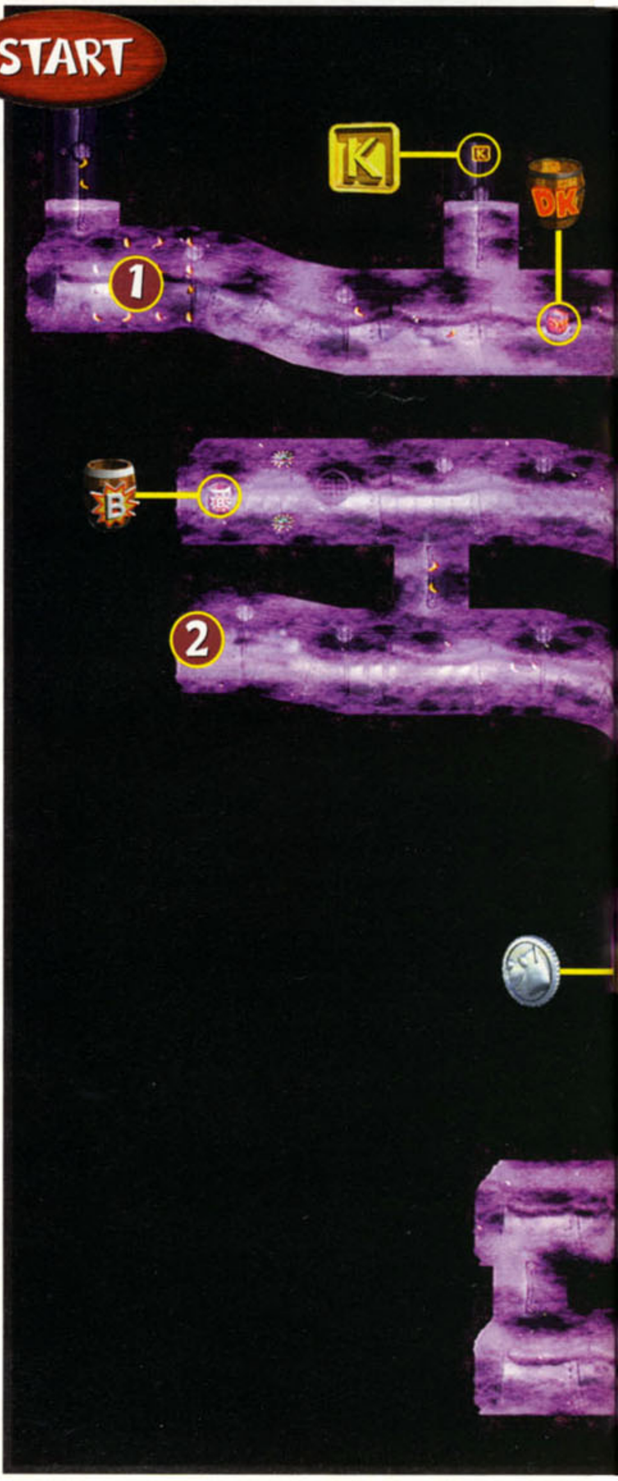
There are two levels of baddies to bash in the first Bonus Area, so be quick about it. Use the Y Button short dash to take out the fish as you go.

The 30 stars you need to collect in the second Bonus Area are arranged in a big circle. Swim slowly and deliberately and don't miss any of the stars on your first pass. The Bonus Coin appears where you started.

2 Enguarde to the Rescue

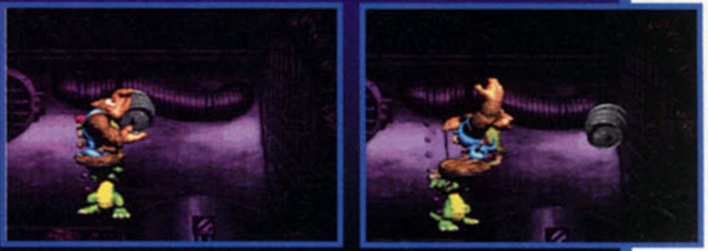
Do not miss the first Bonus Barrel, even if you've already got the Bonus Coin. After exiting the Bonus Area, you will continue play as Enguarde, which will be extremely helpful even with the controls mixed up.

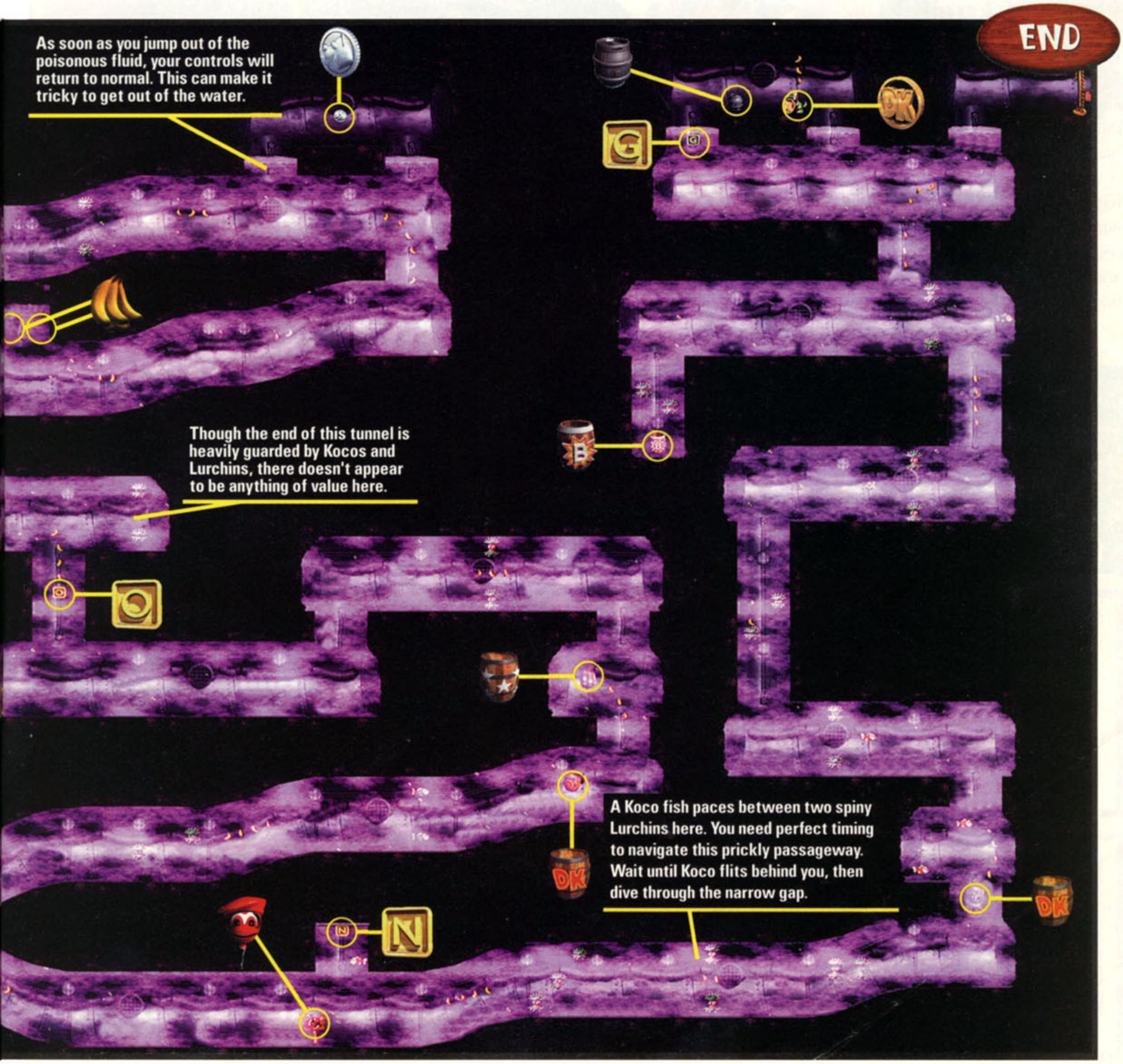




KRACK KOIN!

It's easier to beat Koin with Kiddy. Grab the Steel Barrel and stand on top of Koin's shield. If you throw the barrel against the wall, you'll crack his defenses.





As soon as you jump out of the poisonous fluid, your controls will return to normal. This can make it tricky to get out of the water.

Though the end of this tunnel is heavily guarded by Kocos and Lurchins, there doesn't appear to be anything of value here.

A Koco fish paces between two spiny Lurchins here. You need perfect timing to navigate this prickly passageway. Wait until Koco flits behind you, then dive through the narrow gap.

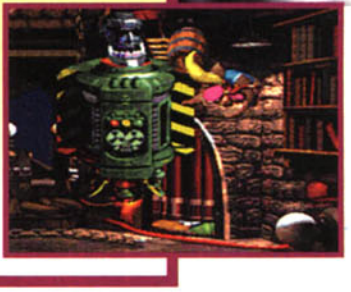
KASTLE KAOS

Kastle of Kruelty

It's a re-match with KAOS, the robotic ruler of the Kremlings–or is it?! You'll be paying plenty of attention to the monster behind the curtain before this duel is over. The final fight with the last big baddie has six basic phases. In each phase there is a slightly different safe spot, but in all you'll have to attack the baddie's weak spot with a barrel. The challenge lies in dispensing the barrel, collecting it, and getting in position to bean the boss.

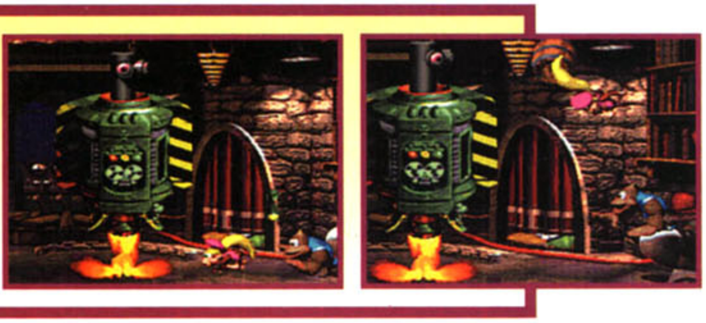
PHASE 1: KAOS

KAOS, the giant robot from Mekanos, is back, but he hasn't recovered from the beating you gave him. To send him back to the scrap heap, grab the barrel on the right side of the room and hit him in the head with it. You'll have to wait for his booster rocket to stop firing before you dash underneath him. It's easier to hit him in the head if you hold Up on the Control Pad as you toss the barrel.



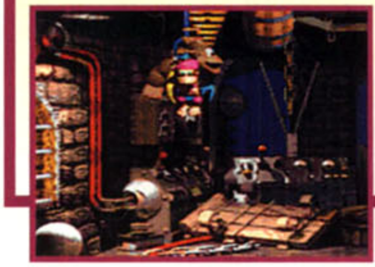
PHASE 2: KAOS MK. II

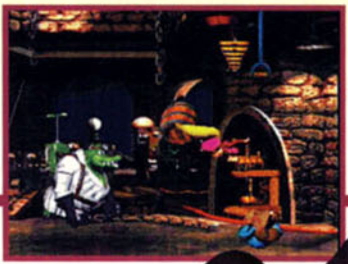
After the first hit, KAOS will sprout a new head. This version of the robot will throw grenades at you, so take it out quickly. Hit it in the head again and the KAOS robot will be hauled away as junk, this time for good. Your battle is only beginning, as out from behind the curtain steps the true mastermind of all the trouble in the Northern Kremisphere: Baron K. Roolenstein!



PHASE 3: BARON K. ROOLENSTEIN

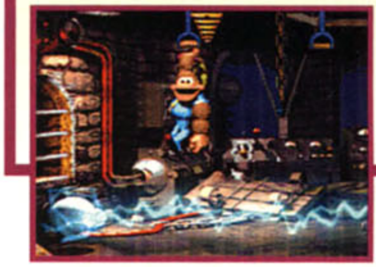
The Baron doesn't really attack, he merely swoops back and forth across the room. You must hit him in the back with barrels while avoiding him. Pull the handles hanging from the ceiling to get barrels. Hang out on the floor, ducking the Baron, until you are open to pull the handle and make your attack. After a hit, dodge back and forth to avoid him as he spins out of control.

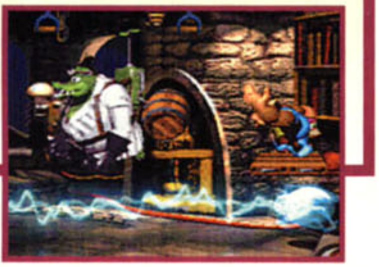




PHASE 4: DYNAMO ACTIVE!

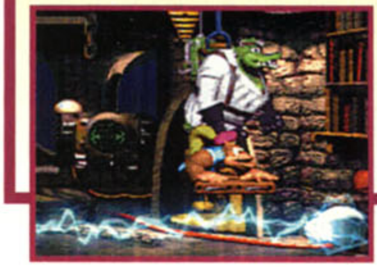
In Phase 4, the Baron will activate his electrical dynamos, sending arcs of electricity shooting across the floor of his lab. The only way to get from one end of the lab to the other is to use the handles hanging from the ceiling. You'll find the barrel-dispensing handle on the left side and a safe platform on the right side. Dixie's Helicopter Spin makes it easy to jump over the Baron when you're on the handles.

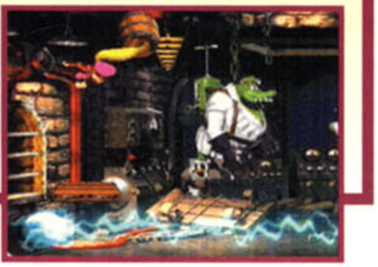




PHASE 5: MOVING PLATFORM

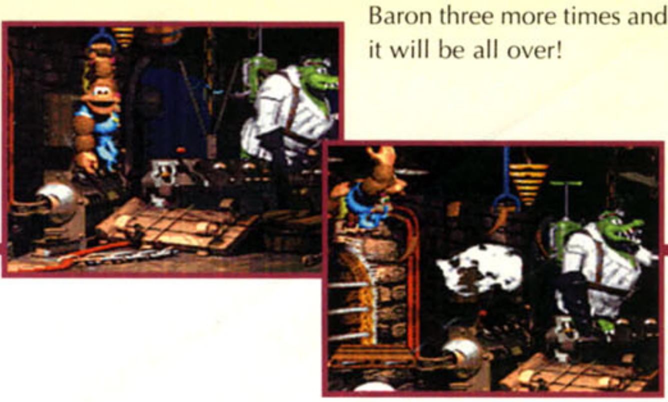
The Baron will provide you with a moving platform that moves from one side of the lab to the other in phase 5. The barrel-dispensing handle is now on the right and the safe platform is on the left. You can safely ride the platform underneath the floating Baron if you duck.



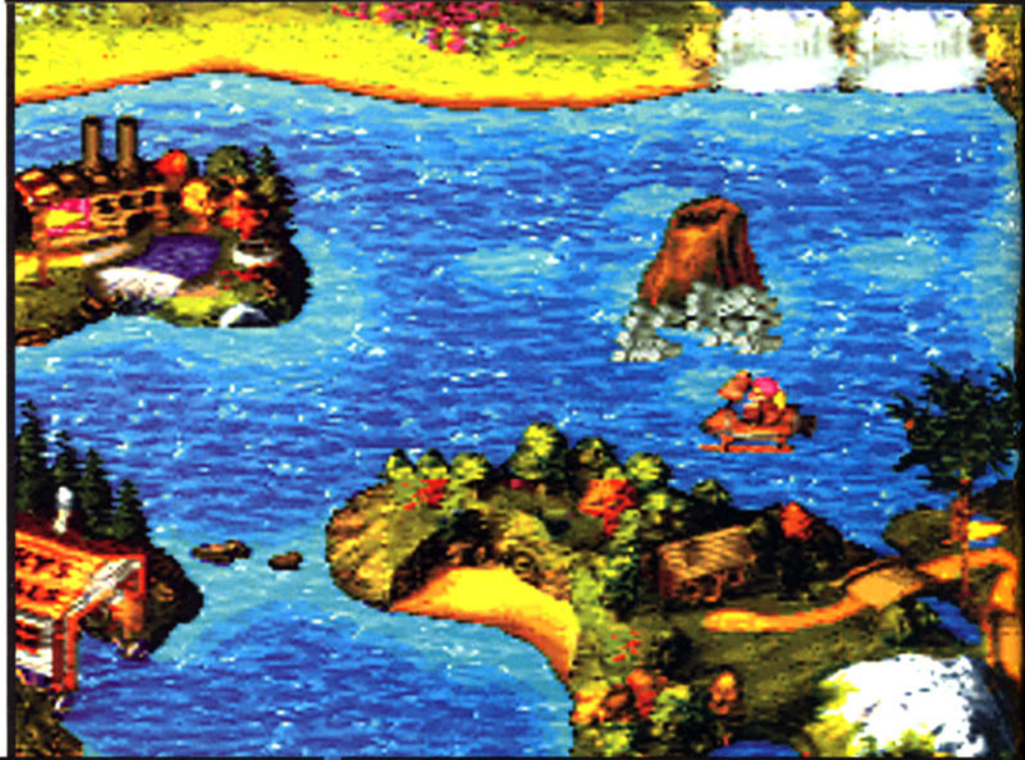


PHASE 6: INTERMITTENT DYNAMO

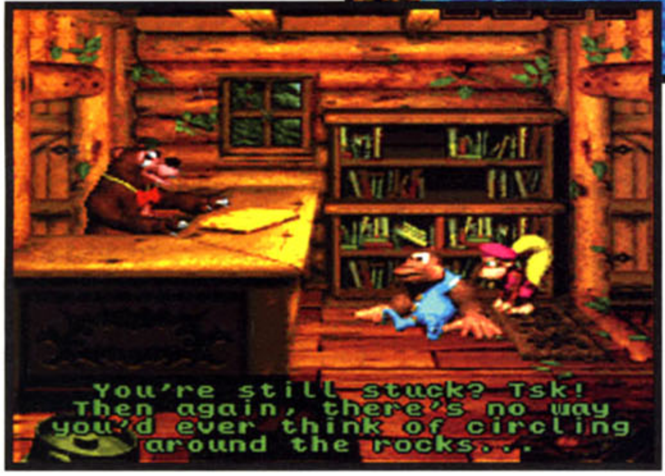
In the final phase of fighting K. Roolenstein, the electical blast will arc on and off. It will stop just long enough to allow you to run the length of the room. There will be safe platforms on both sides of the room. Be sure to pull the handle right after the electricity stops so you have time to jump down from the platform and grab the barrel. If you drop it in the electricity, or on top of K. Roolenstein, it will break to no effect. Hit the Baron three more times and it will be all over!



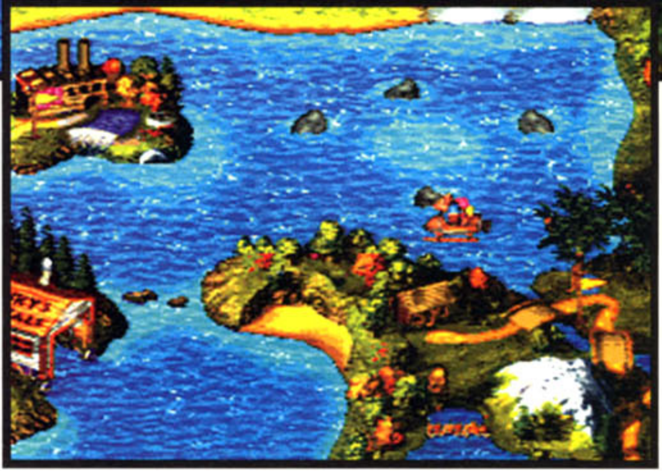
WHAT LOST WORLD?



C'mon! Of course there's a Lost World in DKC 3! If you weren't able to figure out its location from the hints dropped by Blunder Bear, here's an explanation of how to open the passage to Krematoa, the Lost World of the Kremlings. You probably noticed four rocks in the water to the east of Mekanos. Circle those rocks several times in your current Funky vehicle. This will open access to Krematoa and some of the most challenging action in the game!

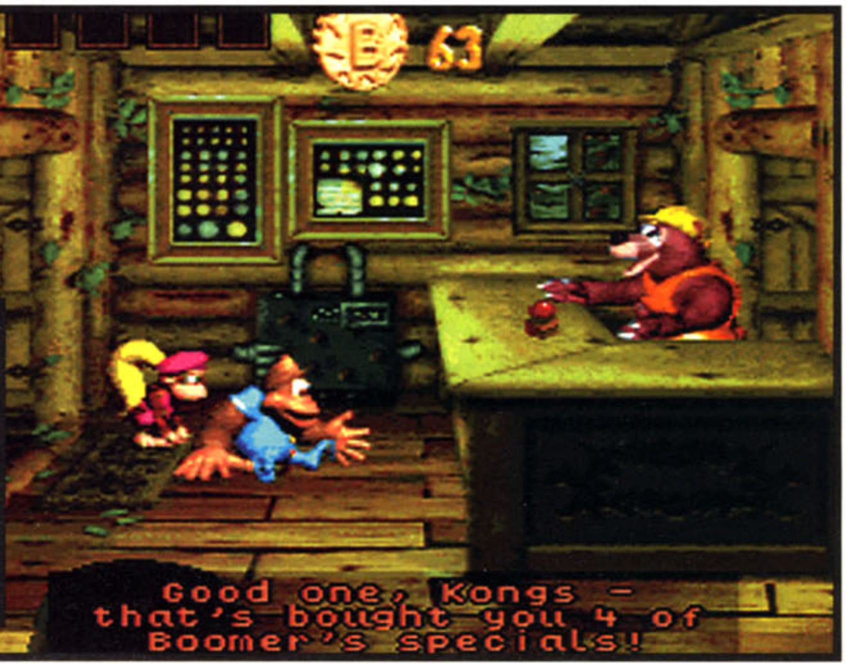


You're still stuck? Tsk! Then again, there's no way you'd ever think of circling around the rocks...



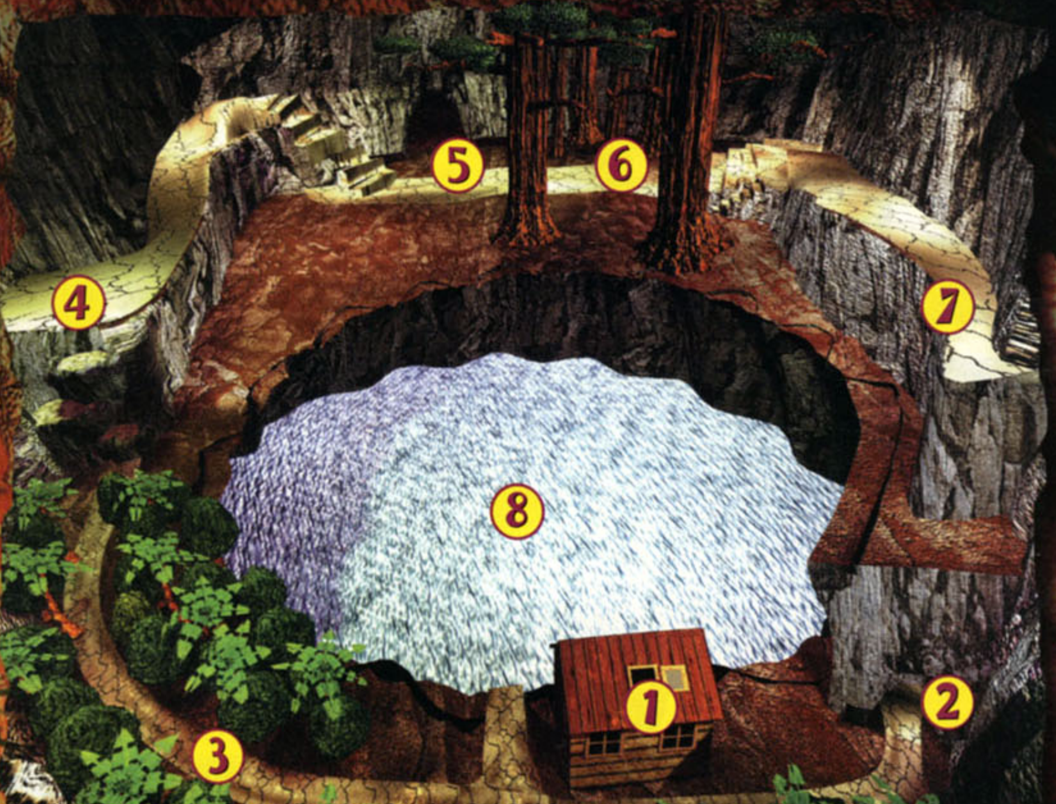
MORE BANG FOR YOUR BUCK

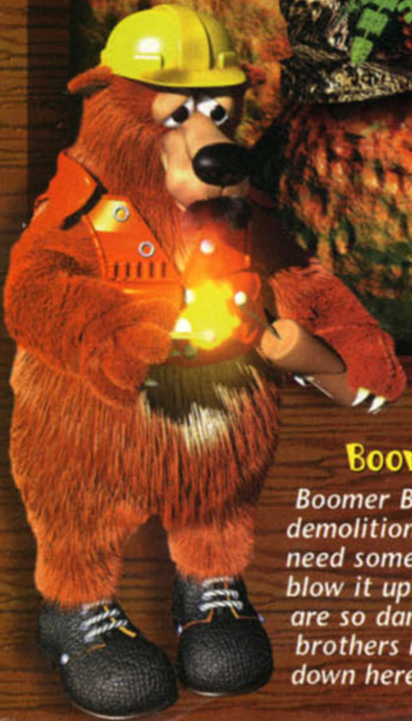
You will meet Boomer Bear near the entrance to Krematoa. Boomer's specialty is blasting stuff, which is why his brothers hid him away in the Lost World. With all his explosive toys, he was simply too dangerous for the surface world! In order to enter the different levels of Krematoa, you'll need to hire Boomer to blast away the rocky roadblocks. As a coin collector, Boomer won't accept the common Bear Coins, though. He takes only the elusive Bonus Coins as payment for his services, and you'll need the entire haul from all the levels in order to open every location in the Lost World.



Good one, Kongs - that's bought you 4 of Boomer's specials!

KREMATOA





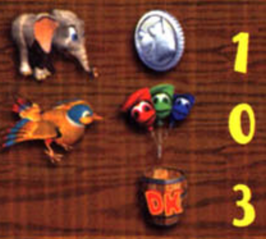
Boomer Bear

Boomer Bear is the name, demolition's the game. If you need something... removed... I'll blow it up real good. My "toys" are so dangerous that my brothers make me "play" down here in the Lost World.

1. Boomer's Bomb Shelter
2. Wrinkly's Save Cave
3. Stampede Sprint
4. Criss Kross Cliffs
5. Tyrant Twin Tussle
6. Swoopy Salvo
7. Rocket Rush
8. Knautilus

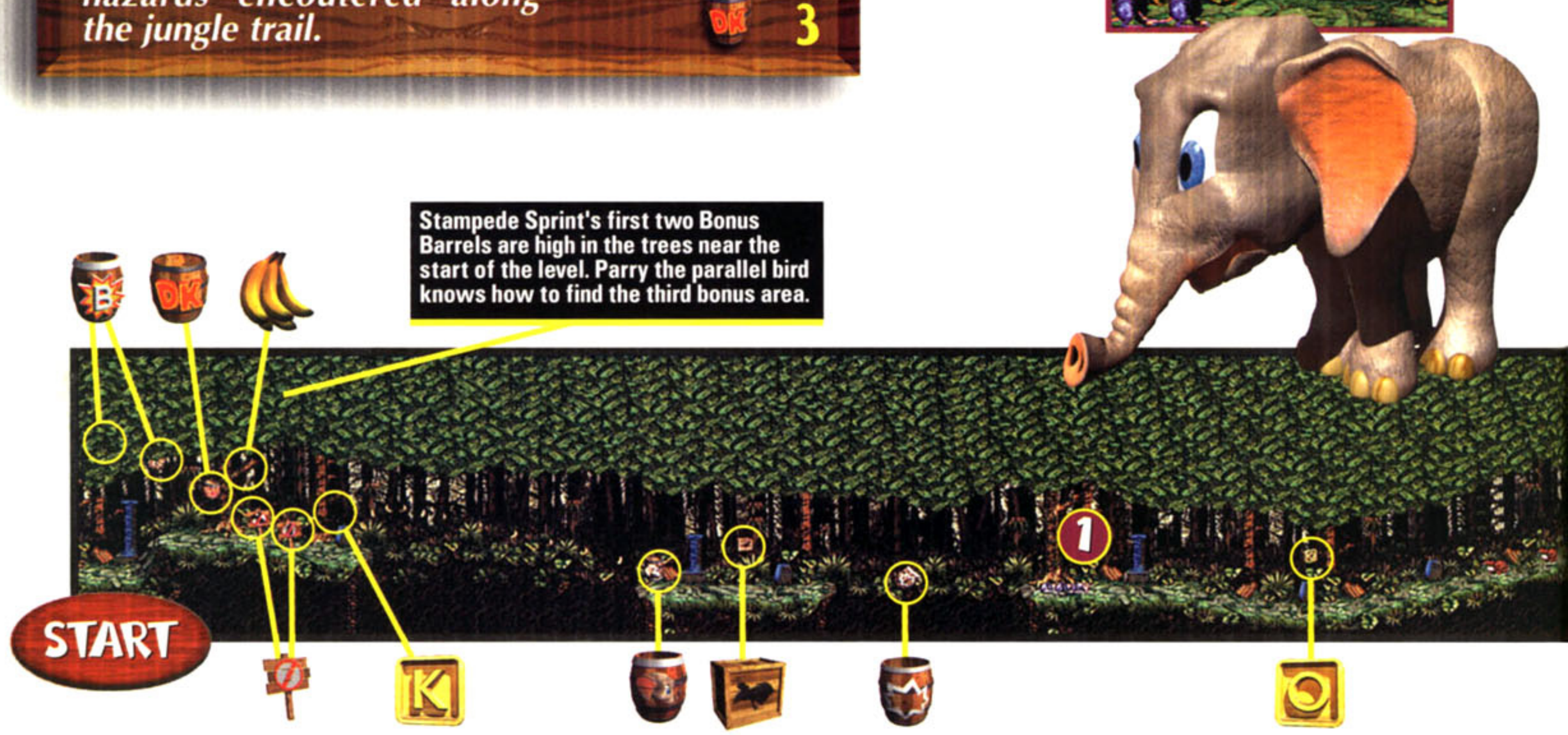
STAMPEDE SPRINT

Stampede Sprint is the fastest side-scolling level in the game. You'll have less than a second to react to the hazards encoutered along the jungle trail.

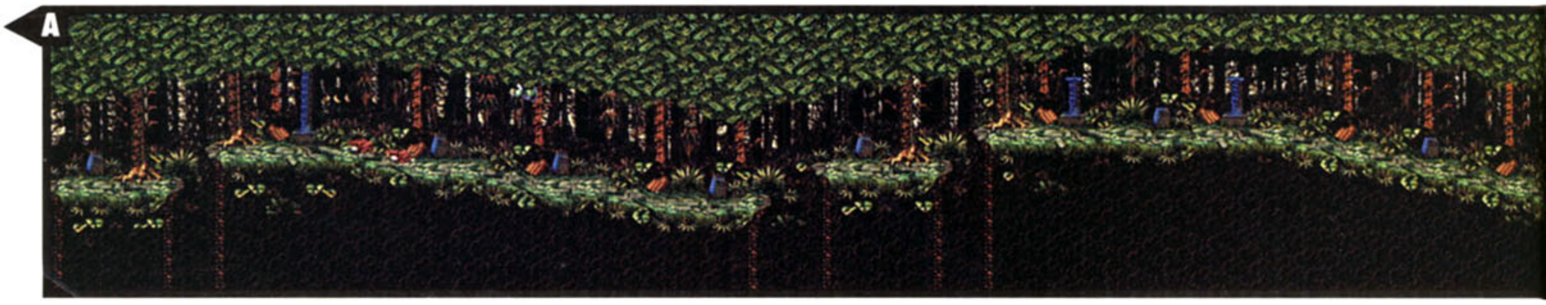


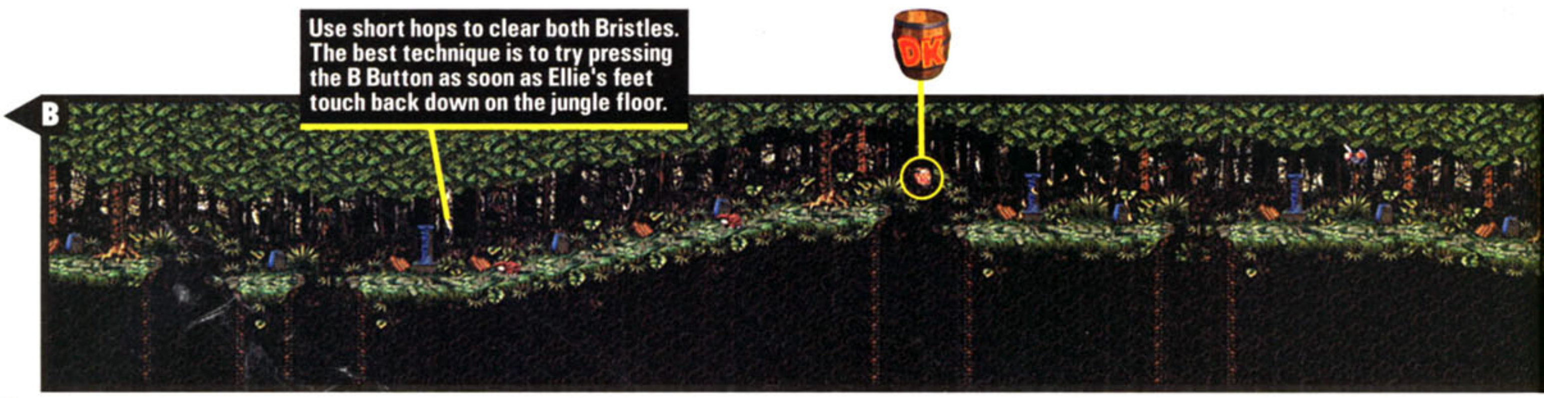
1 Pachyderm Panic!

It's an ordinary day in the jungle until Ellie sees three roving rodents. Now she's running blindly through the brush, and you're along for the ride.



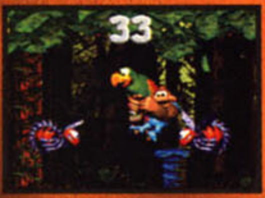
Stampede Sprint's first two Bonus Barrels are high in the trees near the start of the level. Parry the parallel bird knows how to find the third bonus area.



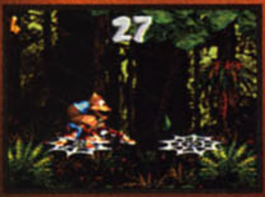


Use short hops to clear both Bristles. The best technique is to try pressing the B Button as soon as Ellie's feet touch back down on the jungle floor.

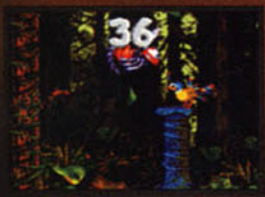
BONUS AREAS



Use Squawks to fly circles around two red Buzzes and pick up 15 green bananas. You have 45 seconds to complete the bonus challenge.



Squitter has 40 seconds to nab 15 bananas. If you concentrate on keeping webs beneath your eight feet, you won't fall short of your goal.

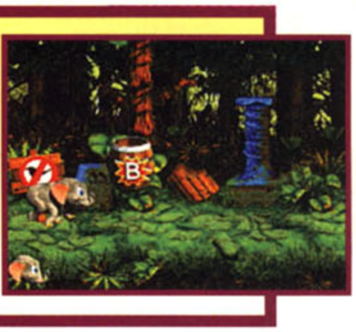


Parry the parallel bird must collect 15 bananas before time runs out. If you make a mistake, you'll have to complete the entire level to try again.

2

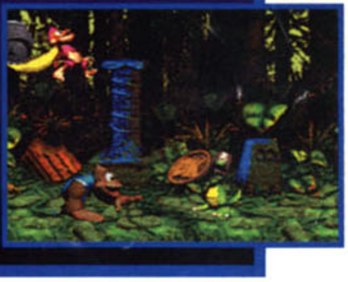
Parry's Bonus Barrel

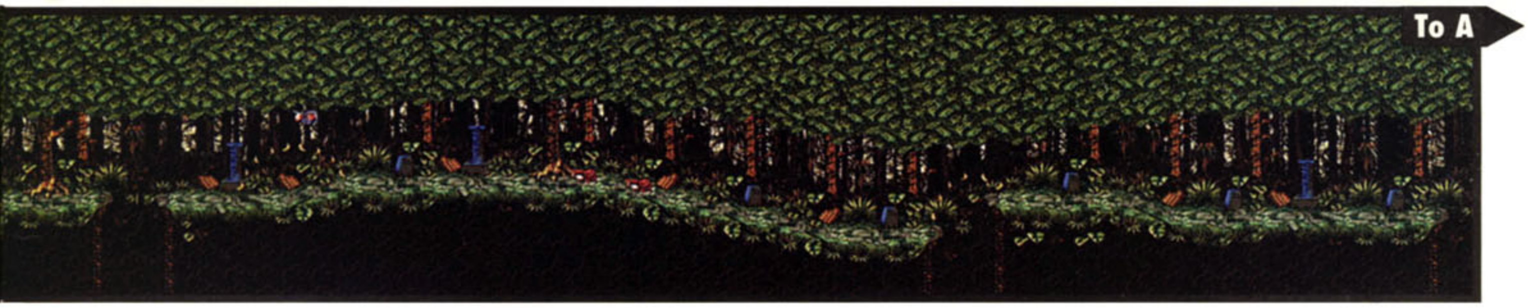
Stampede Sprint's third Bonus Barrel is one of the toughest to find in the game. You must complete the course with Parry the parallel bird flying overhead. Parry transforms into the barrel just before the flag.

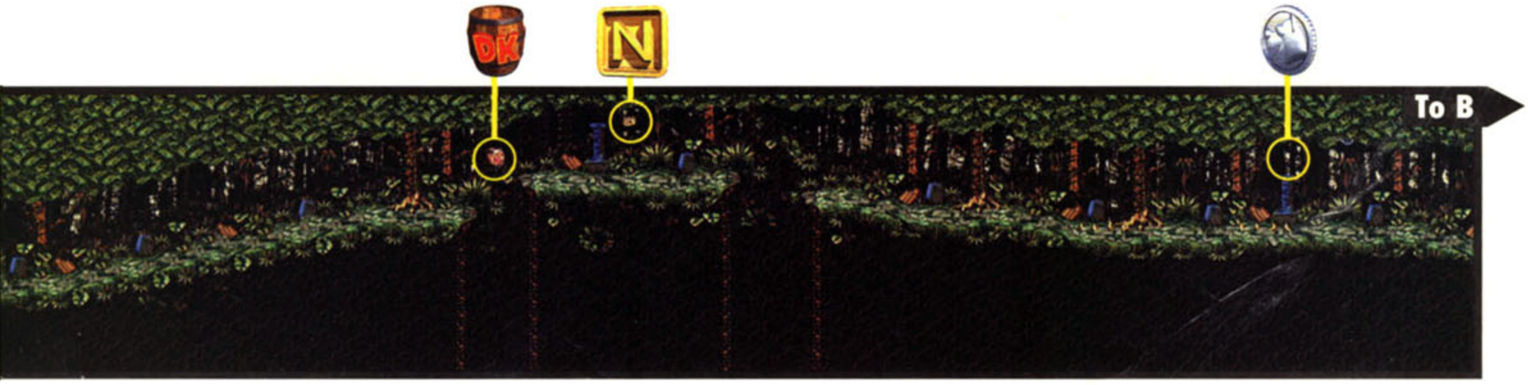


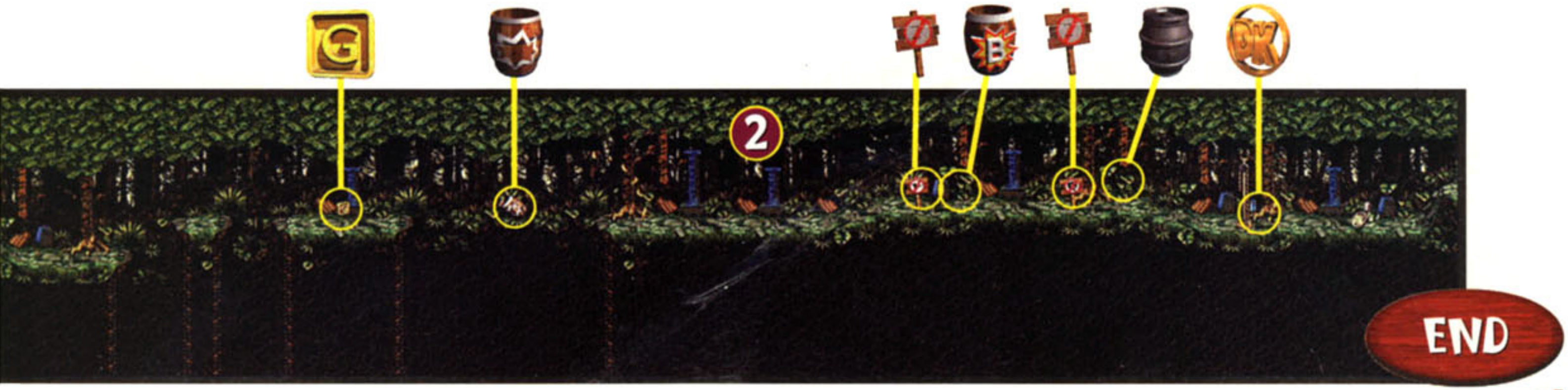
KOIN KRUNCHING

Koin is your last stop before hauling up the flag over Stampede Sprint. Jump up and toss the Steel Barrel over Koin's head so it rebounds off the wall and hits him in the back.









CRISS KROSS CLIFFS

A trigger-happy Bazuka sits at the bottom of Criss Kross Cliffs. If you time your leaps just right, you can bounce your way up the cliff on Bazuka's Steel Barrels.

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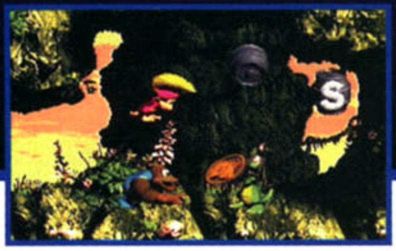
DK 3

1 Barrel Bouncing

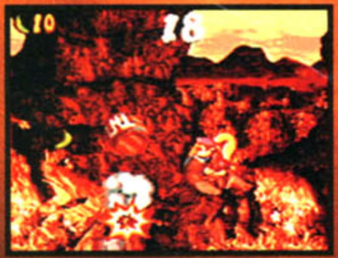
Dixie and Kiddy need to bounce on the Steel Barrels to make it to the summit of Criss Kross Cliffs. Use the Switch Barrels to blast away red Buzzes.

KOIN SWITCHBACK

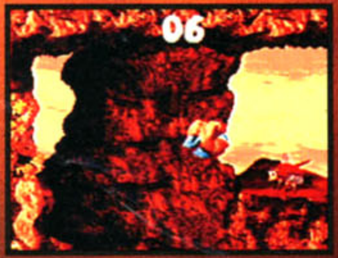
Jump and throw the Steel Barrel over Koin's noggin so it rebounds and hits him in the back. Just be sure to reset the overhead Switch Barrel before you journey onward.



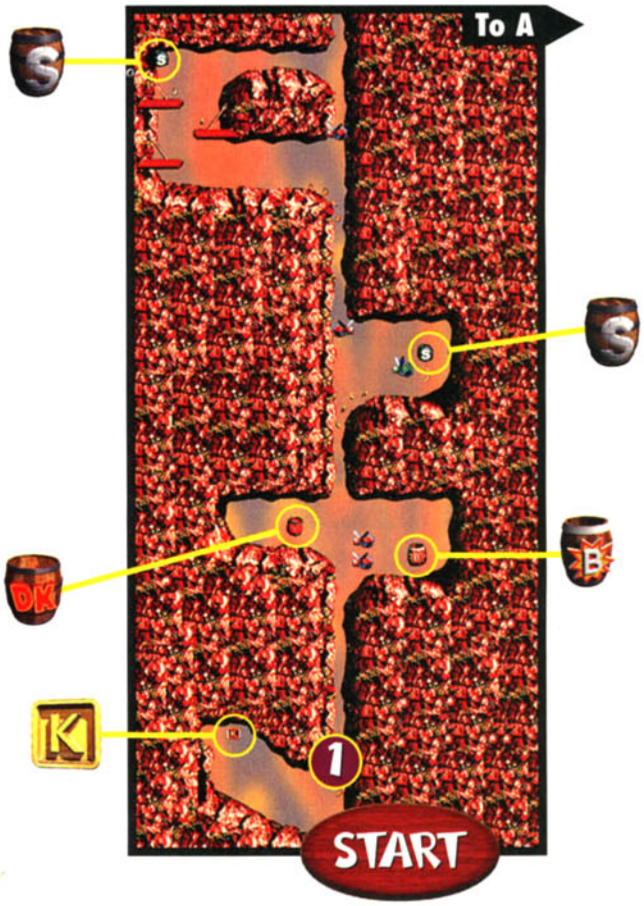
BONUS AREAS

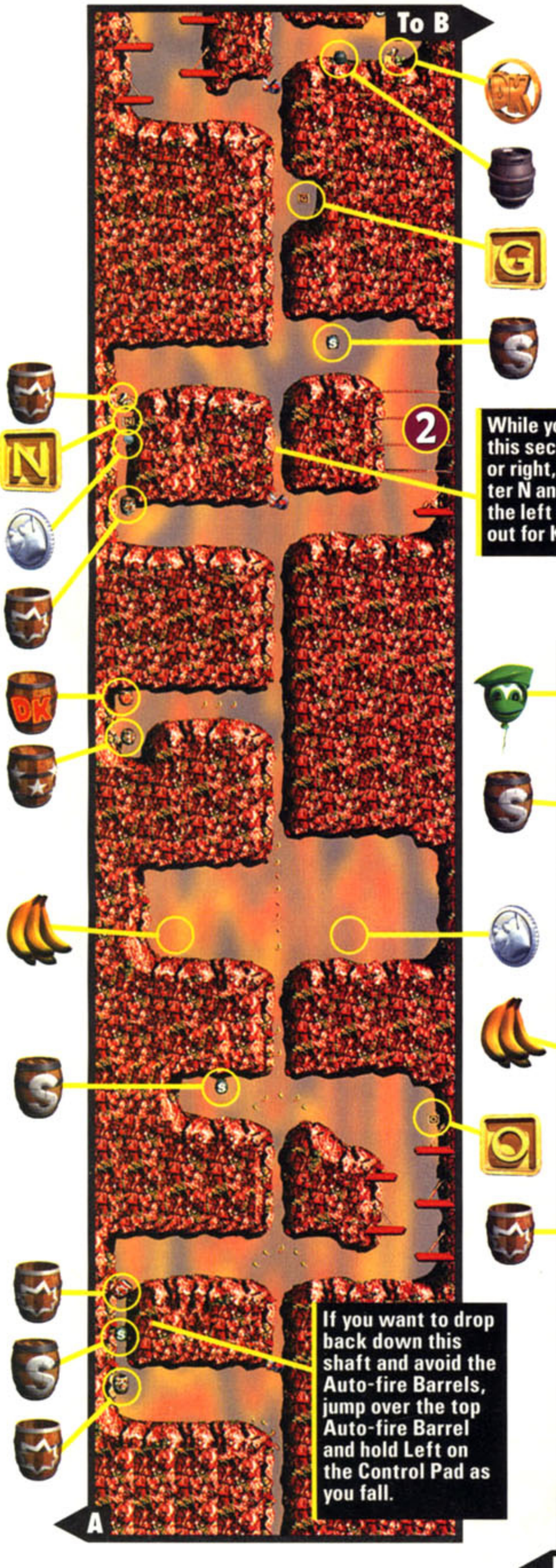


Leaping over TNT Barrels requires split-second timing. Once you get the hang of Bazuka's rhythm, you can skip between the ledges without being blown away.



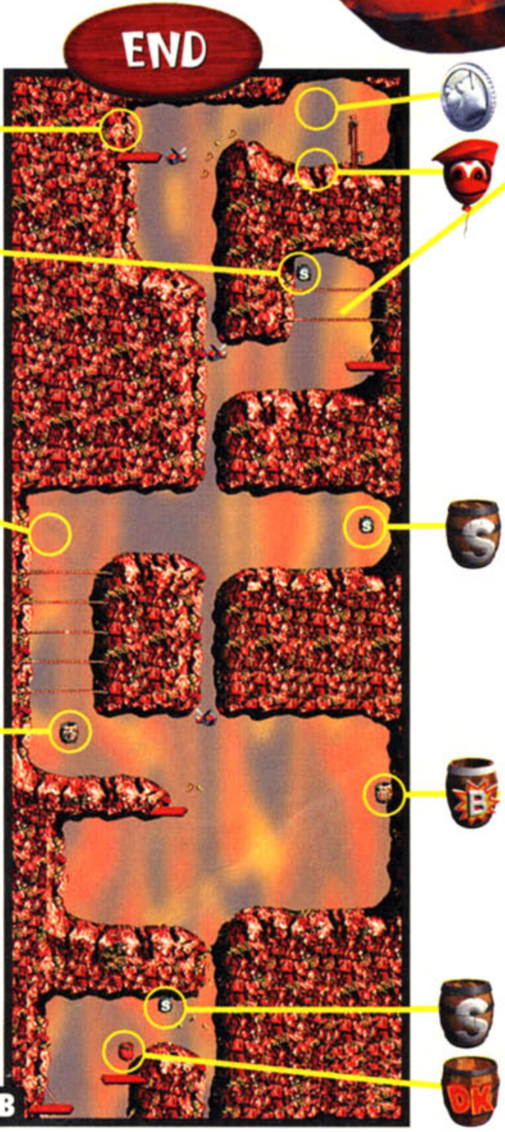
You'll have to jump and throw Dixie up into the air to reach this Bonus Barrel. Inside you'll knock out a swarm of Knik-Knaks to claim your Bonus Coin.





While you can get above this section by going left or right, you'll find the letter N and a Bear Coin on the left route. Just watch out for Kuff 'n' Klout!

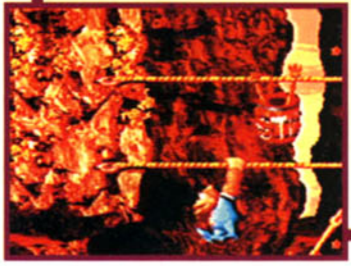
If you want to drop back down this shaft and avoid the Auto-fire Barrels, jump over the top Auto-fire Barrel and hold Left on the Control Pad as you fall.



The last Switch Barrel is the hardest to reach. Dodge and fake out Klasp several times before you make your leap to up his line and activate the switch.

2 Klearing Klasp

Klasp thinks it's a blast to keep you hanging on the line. Scoot to the opposite side of the rope before you jump to the next line. If you land on Klasp's cord, you'll have less than a second to jump again before the explosive barrel bumps into you and hangs you out to dry.



TYRANT TWIN TUSSLE

Of all the levels in the Lost World of Krematoa, Tryant Twin Tussle is the easiest to finish. The trick is to find and use Squitter through the first half of the level.

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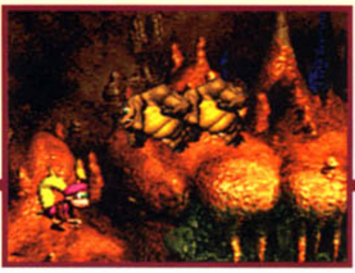
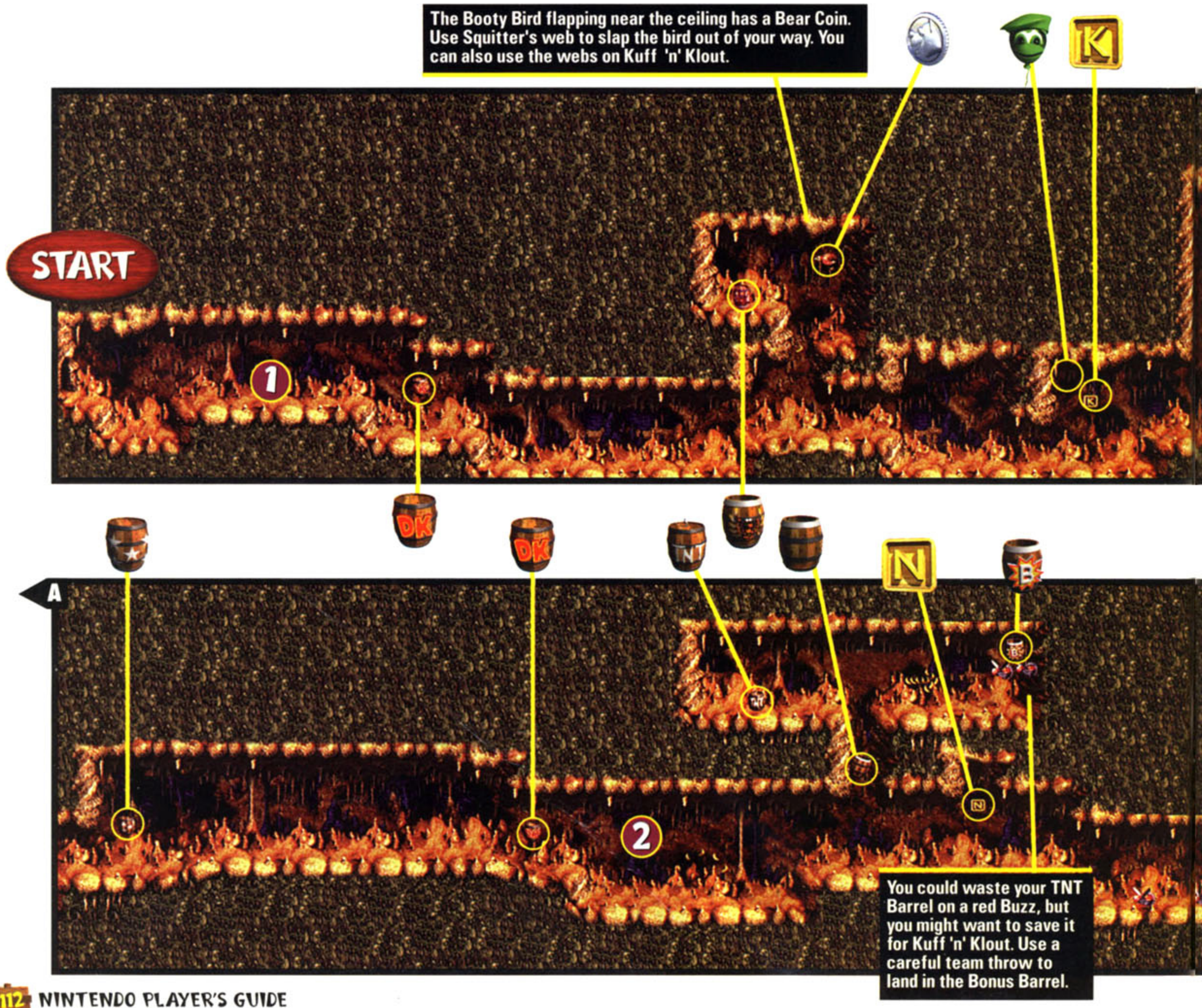
1 The Kuff 'n' Klout Bout

The Kremling Twins, Kuff 'n', Klout, make their home in Tyrant Twin Tussle. Unless you have access to a lifetime supply of TNT Barrels, it's a good idea to avoid this daunting duo. If Kuff 'n' Klout run at you, jump over them. If they're hopping in your direction, don't get underfoot.

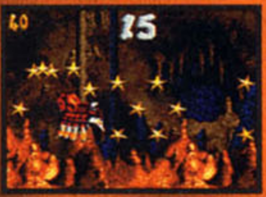




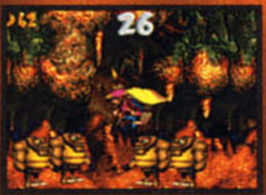
The Booty Bird flapping near the ceiling has a Bear Coin. Use Squitter's web to slap the bird out of your way. You can also use the webs on Kuff 'n' Klout.

You could waste your TNT Barrel on a red Buzz, but you might want to save it for Kuff 'n' Klout. Use a careful team throw to land in the Bonus Barrel.

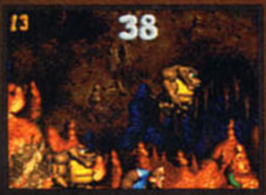
BONUS AREAS



Can you collect 40 stars in 20 seconds? It's easy if you use Squitter's web to knock Klout out.

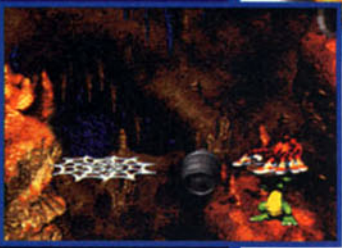


Look out! It's a pair of charging Kuff 'n' Klouts! Avoid the Kremlings and find the Bonus Coin.



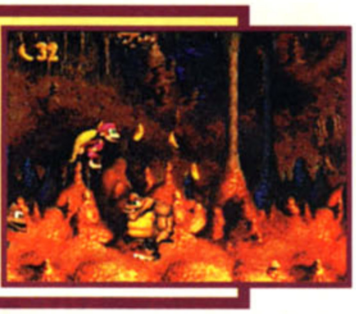
You have 50 seconds to pick up 15 green bananas as you try to dodge a hopping mad Kuff 'n' Klout.

SQUITTER'S NO QUITTER!

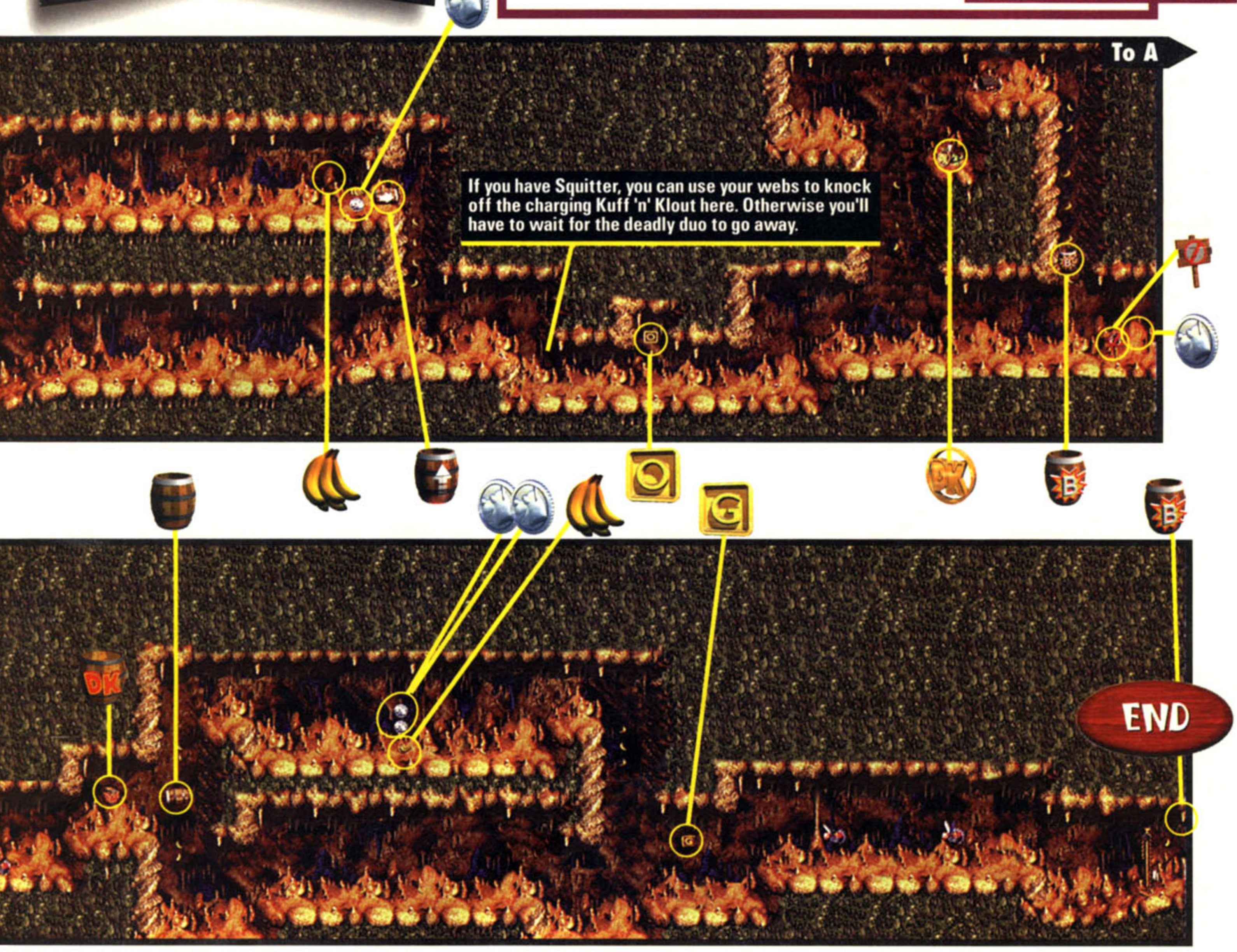


A Bazuka Kremling is shooting Steel Barrels across the ceiling. Use Squitter and create a series of web platforms to the left of Koin. Bazuka's Steel Barrels will roll across the platforms and hit Koin. Try making the webs while standing on Koin's shield.

2 Follow the Banana Trail!



It's tough to get around Kuff 'n' Klout here, but if you jump along the banana trail when the Kremlings are on the ground, you'll have the best chance at getting over your problem.



If you have Squitter, you can use your webs to knock off the charging Kuff 'n' Klout here. Otherwise you'll have to wait for the deadly duo to go away.

SWOOPY SALVO

Swoopy Salvo is the fowlest level in the Lost World of Krematoa. You'll use Squawks throughout the first half of the level before switching back to Dixie and Kiddy.

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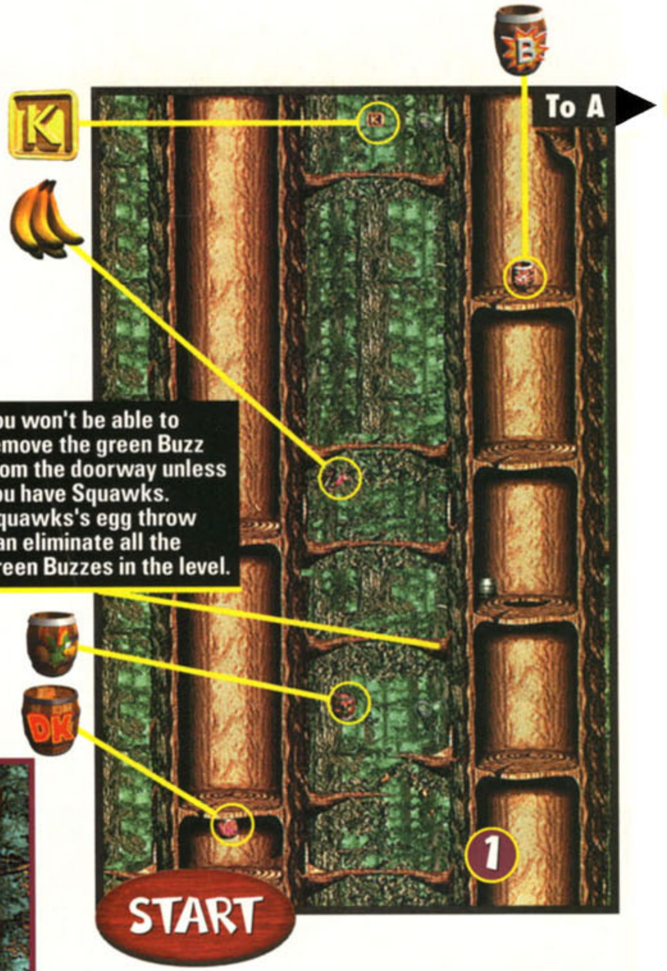
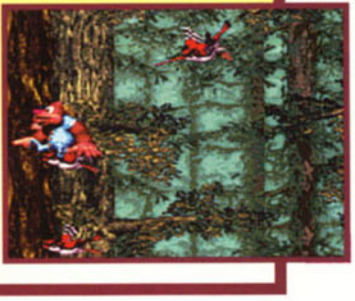


You won't be able to remove the green Buzz from the doorway unless you have Squawks. Squawks's egg throw can eliminate all the green Buzzes in the level.

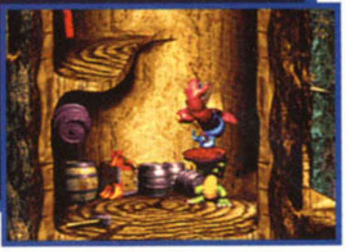
1 Hang On Swoopy!

Swoopy can help and hinder your progress through the level. Some Swoopy birds will dive down and embed their beaks in the tree trunks. Use these birds as stairs as you climb into the forest canopy.

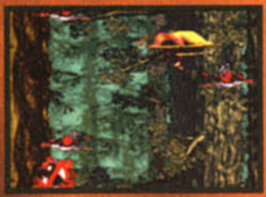


A TIGHT SPOT

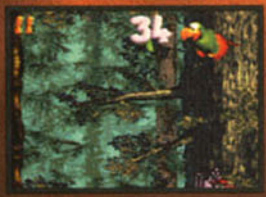
You'll be rolling the Steel Barrel in cramped quarters to win this DK Coin. Stand on top of Koin's shield and throw the barrel at the left wall. If you stand still, the barrel will bounce off the wall and roll into Koin while he's looking up at you.



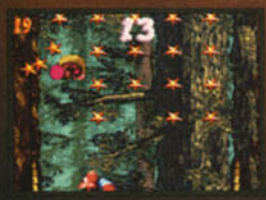
BONUS AREAS



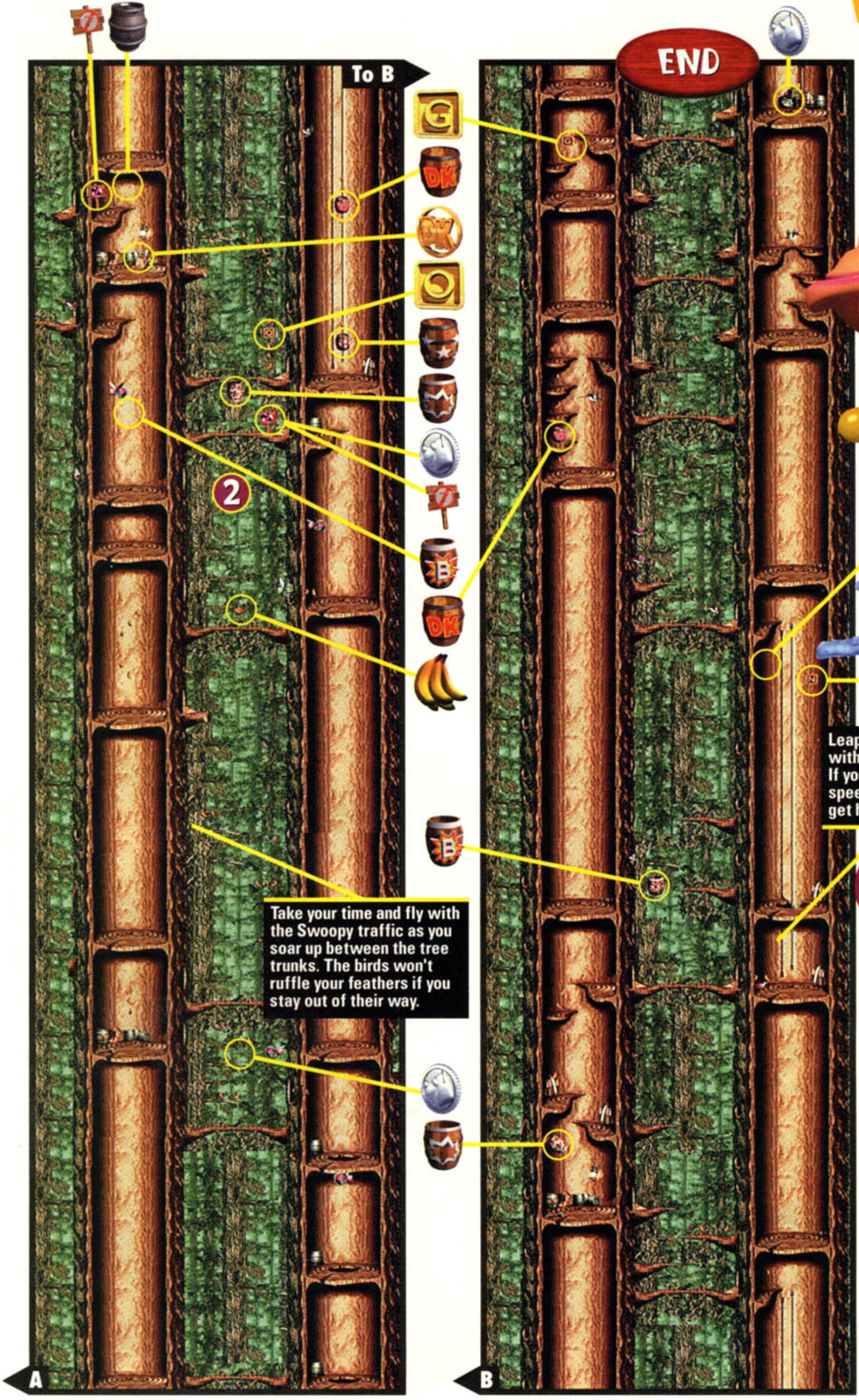
No Squawks allowed! Bounce off the backs of the Swoopy birds and climb to the Bonus Coin before time expires.



The lone Swoopy is flying around the Bonus Area in a figure eight-pattern. Avoid him as you grab 15 bananas.



Use Dixie and Kiddy's team throw technique to catch all 20 stars before 15 seconds run off the clock.

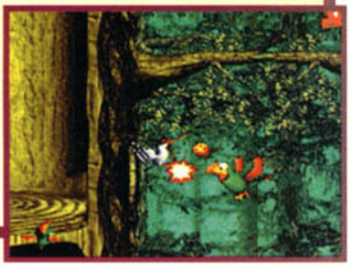


Take your time and fly with the Swoopy traffic as you soar up between the tree trunks. The birds won't ruffle your feathers if you stay out of their way.

Leap down and scamper along with the flock of Swoopy birds. If you're running at the same speed as the birds, you won't get hit in the pecking order.

2 Take Eggs-xact Aim

Squawks has less than a second to line up and release an egg to blast this Swoopy out of his path. It's a tough shot to make, but try launching the egg while you're flying head-on, just slightly above your target in front of the doorway.



ROCKET RUSH

Long ago a rocket fell off Baron K. Roolenstein's junk pile and bounced down a canyon. The dangerous device is the way to clear Krematoa's deepest chasm.

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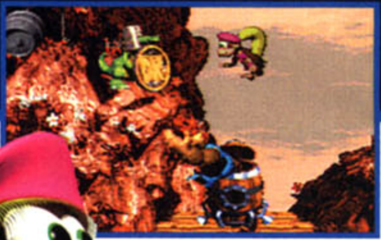
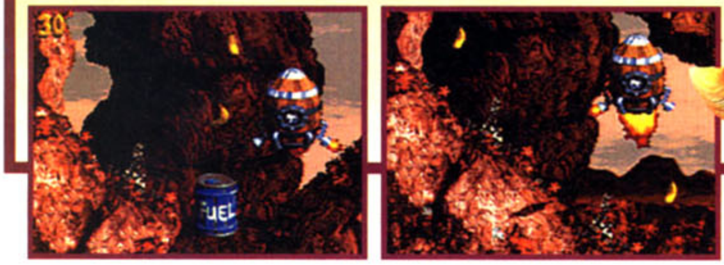
HOUSTON, WE HAVE A PROBLEM.

Koin can be a big problem if you don't know where to stand and throw your barrel. Instead of standing on the rocks and throwing the barrel, walk across the wood platform and stand directly underneath him. If you leap up and throw the barrel at the top of your jump, the barrel will arc over Koin and hit him in the back.



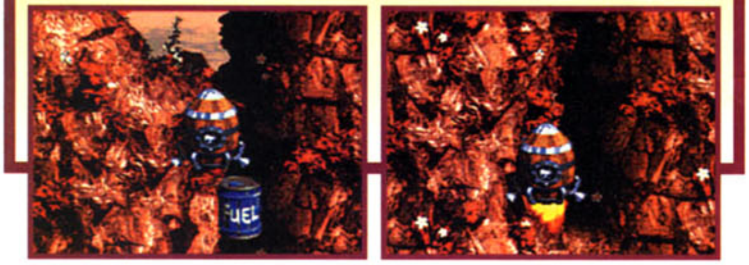
1 Energy Crisis

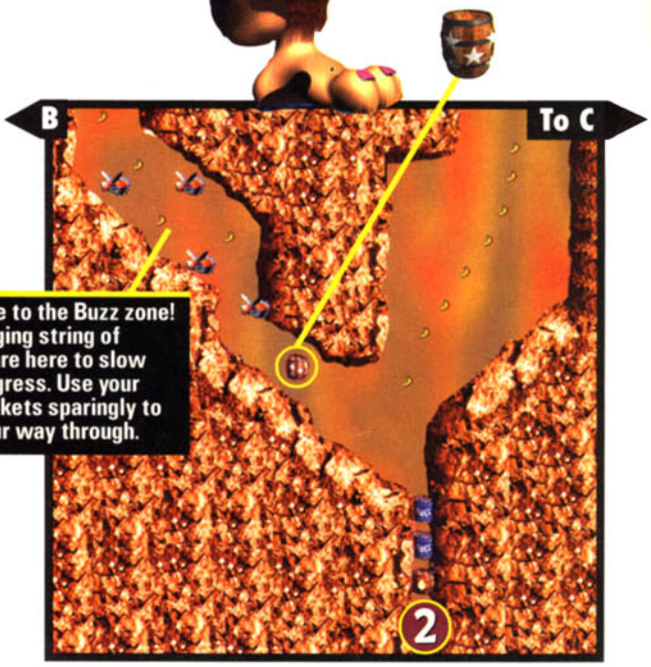
You'll burn up most of your fuel slowing your descent into the canyon in the first half of the stage. You'll have to collect all of the Fuel Drums as you drop or your flight will be a bust. You'll also burn less fuel if you limit the burn time on your retro rockets.



2 Ignition

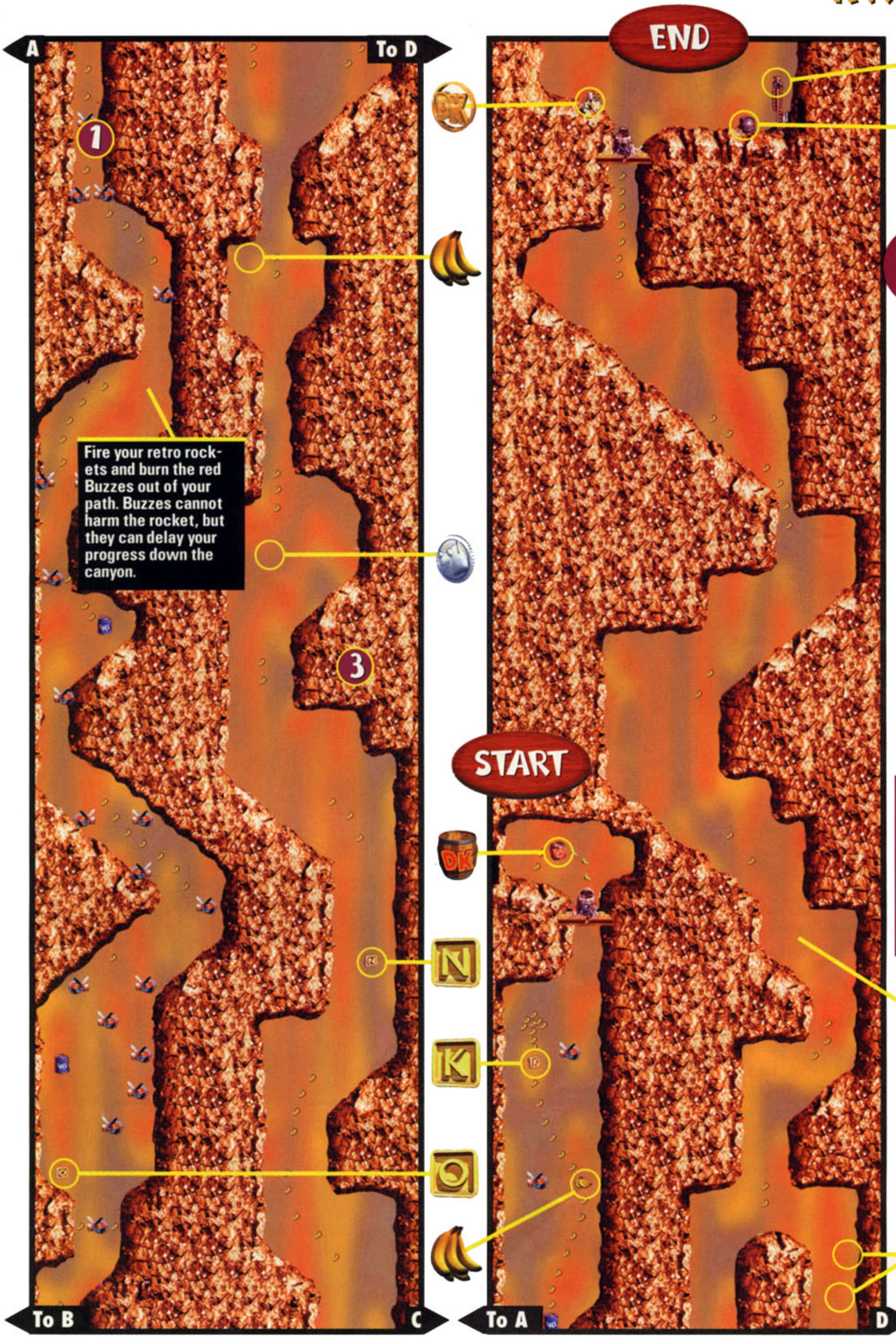
After you hit the Star Barrel, your rocket will drift down into a hole containing two Fuel Barrels and an Ignition Barrel. The Ignition Barrel ignites the main engine. Veer right and follow the banana trail up the canyon.





Welcome to the Buzz zone! The stinging string of Buzzes are here to slow your progress. Use your retro rockets sparingly to blast your way through.

KREMATOA

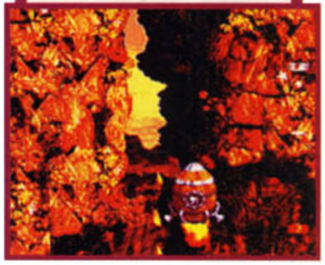


Fire your retro rockets and burn the red Buzzes out of your path. Buzzes cannot harm the rocket, but they can delay your progress down the canyon.

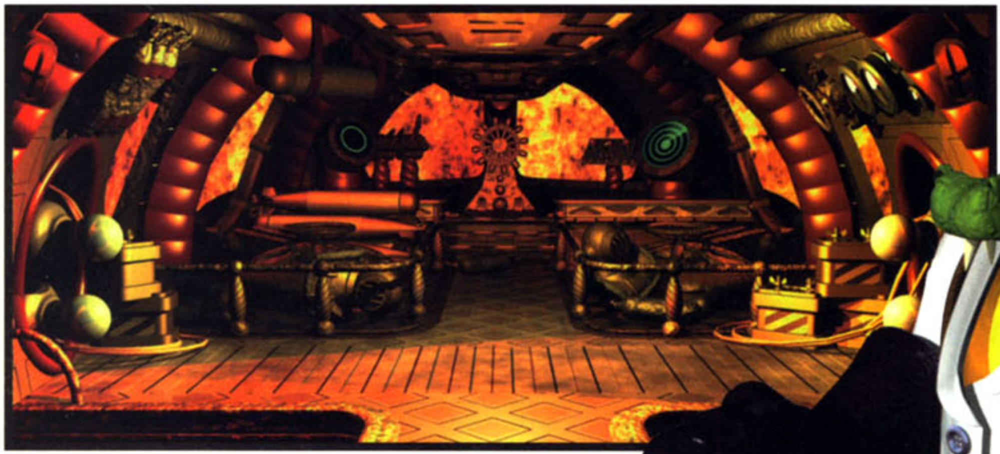
Blast your steering jets to force your rocket to the left. Stay close to the wall so you can ease back to the right and clear the canyon's narrowest gap.

3 Cleared for Takeoff!

There's more than enough fuel to reach the top of the canyon, but you can't hit the wall more than twice. Hitting a wall slows your progress and wastes precious fuel. Bouncing off a wall can be a good thing if you're moving too fast to steer. Try bouncing to slow your ship as you enter the level's final turns.

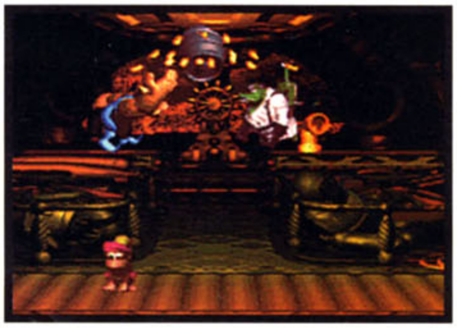


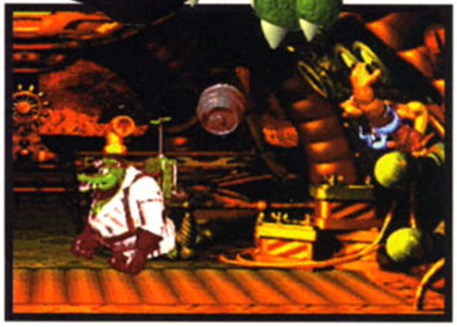
KNAUTILUS

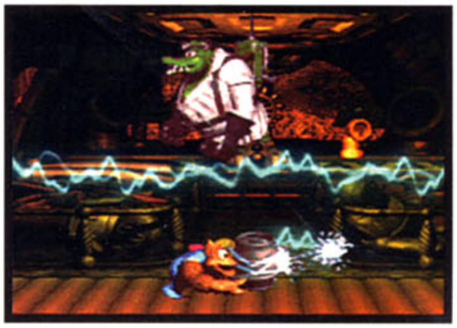


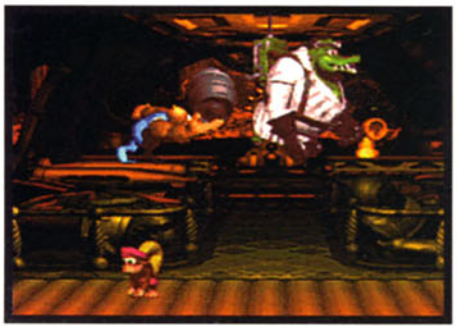
The Biggest, Baddest, Battle in the Seven Seas

Here it is, the fiercest fight in the entire game. The gears in Boomer's Bomb Shelter yanked the anchor loose on Baron K. Roolenstein's secret submarine, the Knautilus. The Baron isn't going to cut you a break, like he did in Kastle Kaos. He's dumped the entire contents of his bag of dirty tricks out in plain view. Dodge the bouncing fireballs and keep your head low as you scramble to pick up a Steel Barrel. Toss the barrel into the overhead vent so it rolls to the bow of the ship and bonks K. Roolenstein in the back of the head. If K. Roolenstein chases you, try to hit him in the back with a barrel. He'll eventually retreat and activate the conveyor belt beneath your toes. As the battle progresses, you'll have to dodge electricity arcing across the room. To avoid a shocking conclusion, place the steel barrel between you and the surging bolts. Stand near one of the walls so you can anticipate the bolts of energy and run out of the way of the wayward charge. If you stand behind the barrel, the electricity will be absorbed into it. As soon as the barrel stops glowing, pick it up and hit K. Roolenstein in the back. Keep doing this until the Baron abdicates his throne.

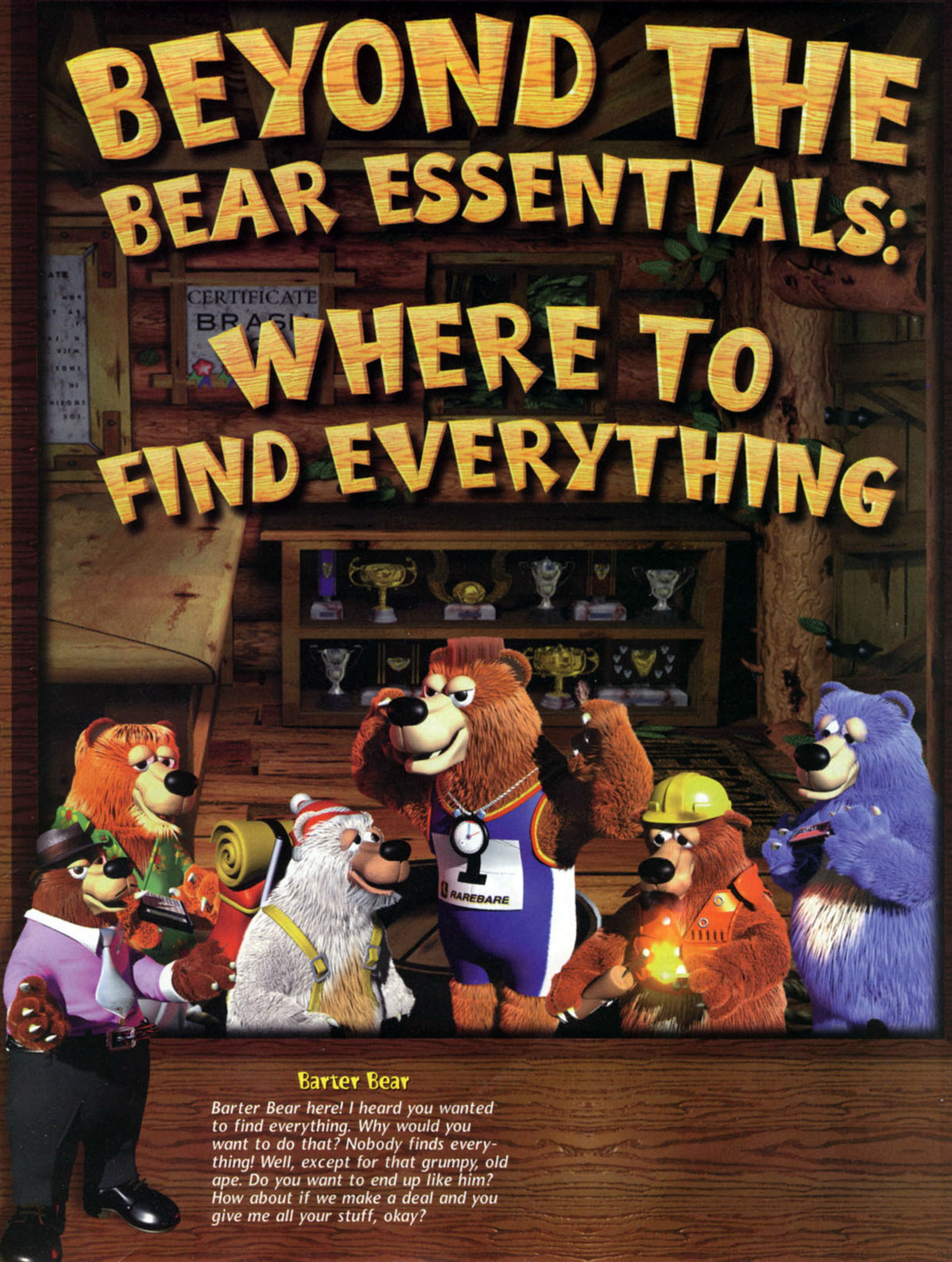








BEYOND THE BEAR ESSENTIALS: WHERE TO FIND EVERYTHING

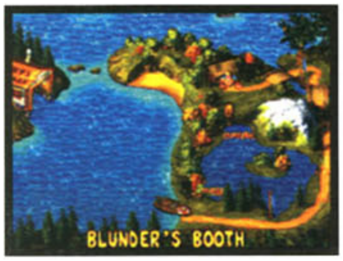


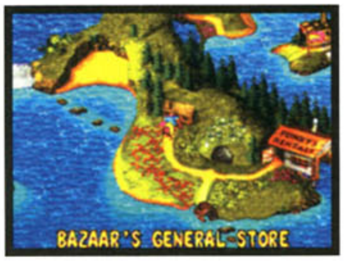
Barter Bear

Barter Bear here! I heard you wanted to find everything. Why would you want to do that? Nobody finds everything! Well, except for that grumpy, old ape. Do you want to end up like him? How about if we make a deal and you give me all your stuff, okay?

THE BROTHERS BEAR

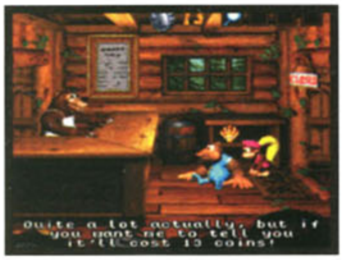
One of the features that sets Donkey Kong Country 3 apart from the previous games in the series is the exploration you need to do on the world map. In addition to going from place to place on the map, you'll need to go off the beaten track and interact with some of the inhabitants of the Northern Kremisphere. The most prominent citizens are, of course, the Brothers Bear. You'll have to barter a wide variety of baubles with this band of bears to find everything in the game.



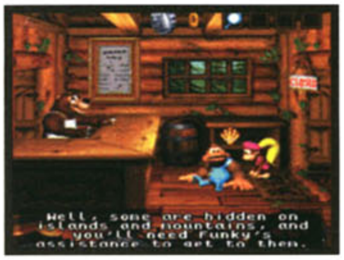


Bazaar Bear

Bazaar Bear is the first bear brother you'll meet. He has a variety of strange items for sale. You will eventually need them all. Luckily, Bear Coins are not hard to come by, and you will be able to afford even his most extravagantly priced items before very long. Bazaar Bear also has information for sale, but none of it is really indispensible.


Quite a lot actually, but if you want me to tell you it'll cost 13 coins!

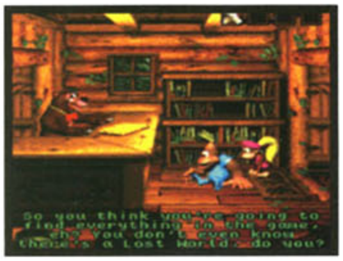
You can also get information from Bazaar Bear, but it isn't free.

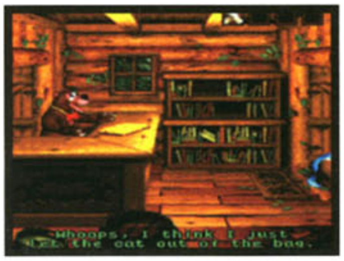

Well, some are hidden on islands and mountains, and you'll need Funky's assistance to get to them.

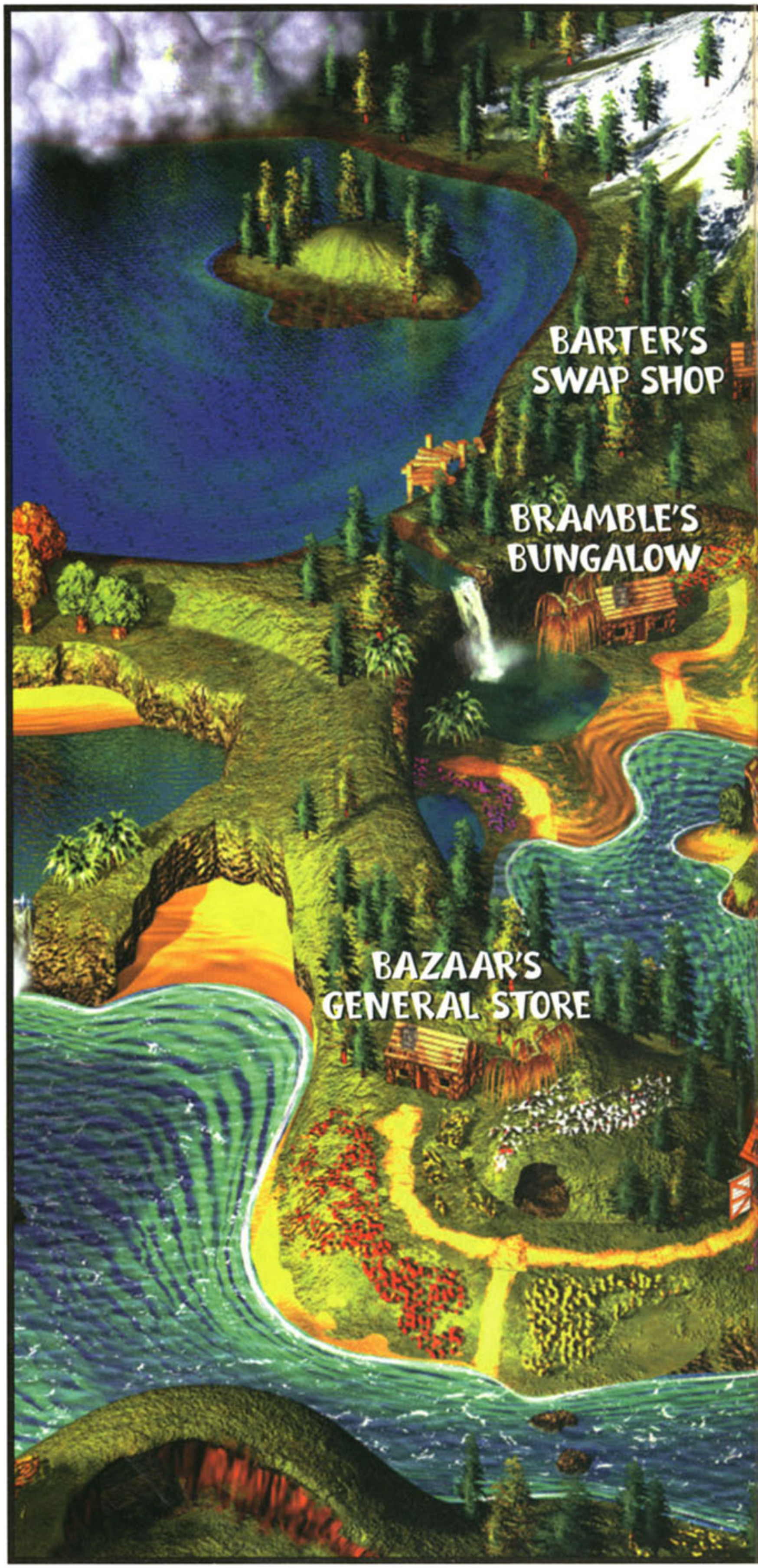
Some of Bazaar's information isn't particularly useful, especially if you have this Player's Guide!

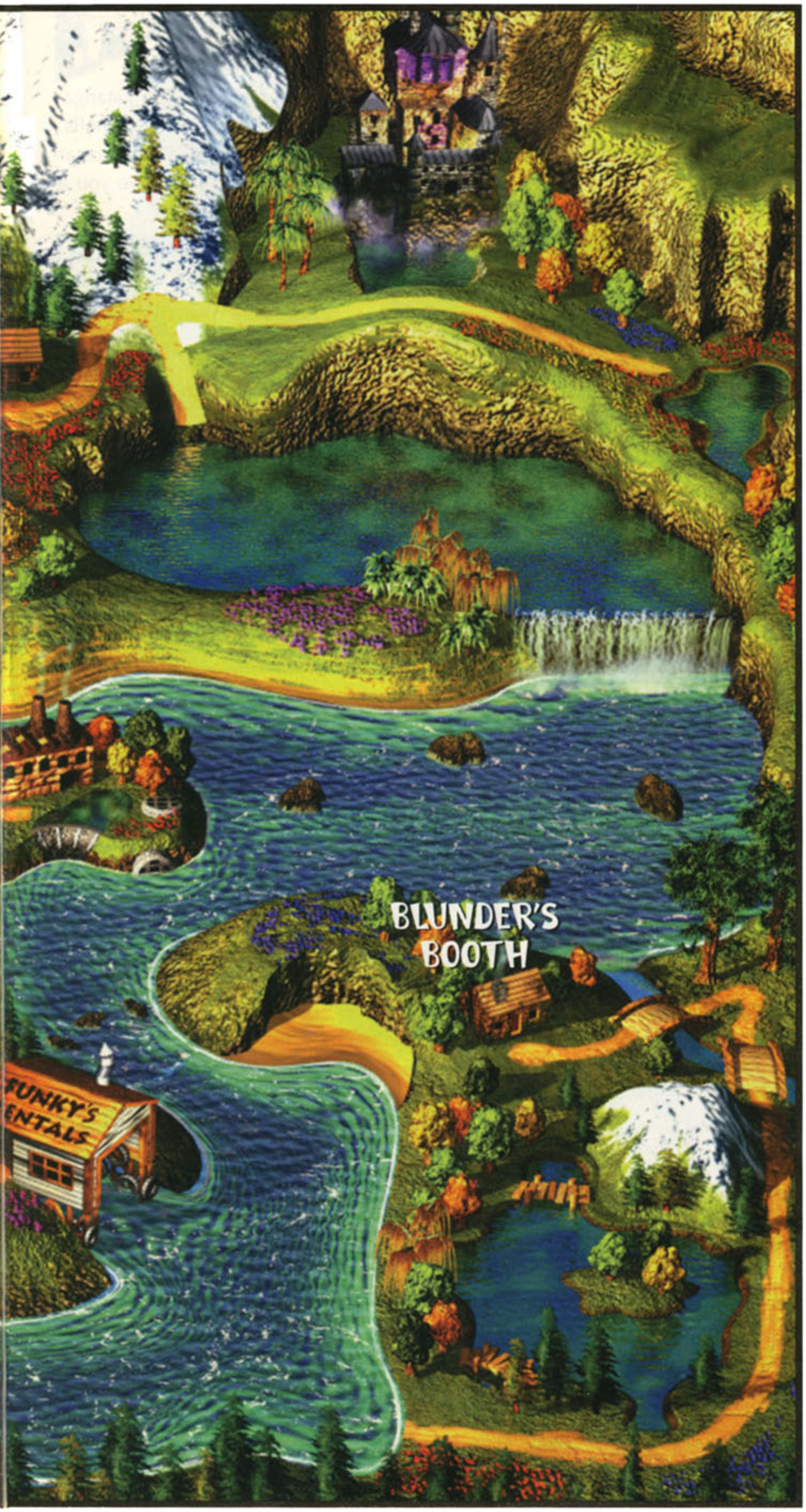
Blunder Bear

Loose lips usually sink ships, but in this case, they raise lost worlds from the deep! Keep visiting Blunder Bear throughout your adventures for hints on locating and entering the legendary Lost World. You don't even need to pay Blunder for his information—he'll just blurt it out.


So you think you're going to find everything in the game, eh? You don't even know there's a Lost World, do you?


Whoops, I think I just let the cat out of the bag.





THE BARTER SYSTEM

Buy the shell and mirror at Bazaar's General Store.

Give the shell to Barnacle Bear to get a Banana Bird.

Get the present from Blizzard Bear in K3.

Go to Barter's Swap Shop and trade the mirror for the wrench.

Give the wrench to Björn Bear so he can fix his chairlifts.

Talk to Baffle Bear in Kaos Kore.

Go back to Barter's Swap Shop and buy back the mirror.

Take the mirror to Baffle so he will give you information about a hidden area.

Go up the trail from Bramble's Bungalow and get the flower. Return it to him for a Banana Bird.

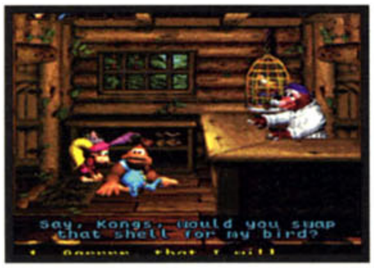
Take the present to Blue Bear. He will give you a bowling ball.

Take the bowling ball to Bazooka Bear so he can fire his cannon.

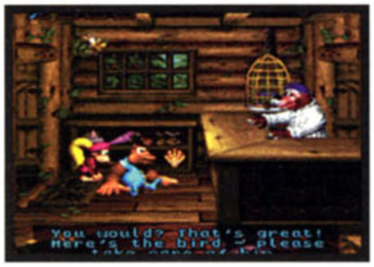
LAKE ORANGATANGA

BARNACLE BEAR

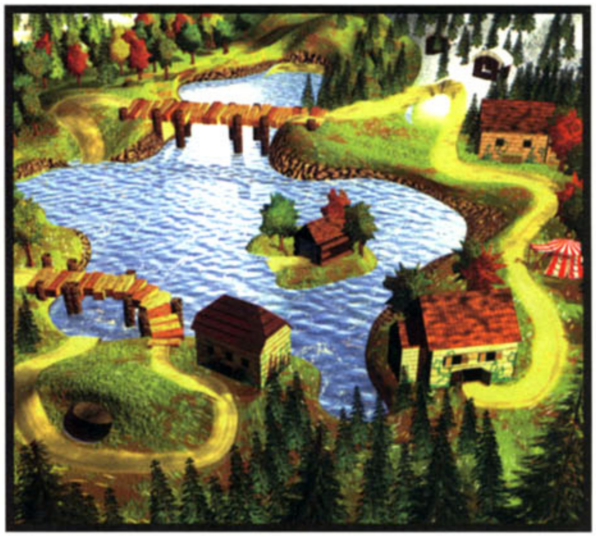
The old salty sailor bear, Barnacle, has retired to an island cabin in Lake Orangatanga, where he putters away his time with his extensive collection of sea shells. Coincidentally, the one shell he needs to complete his collection is for sale at Bazaar Bear's General Store. Purchase this shell and give it to Barnacle, and he'll give you a Banana Bird in exchange.



Say, Kongs, would you swap that shell for my bird?



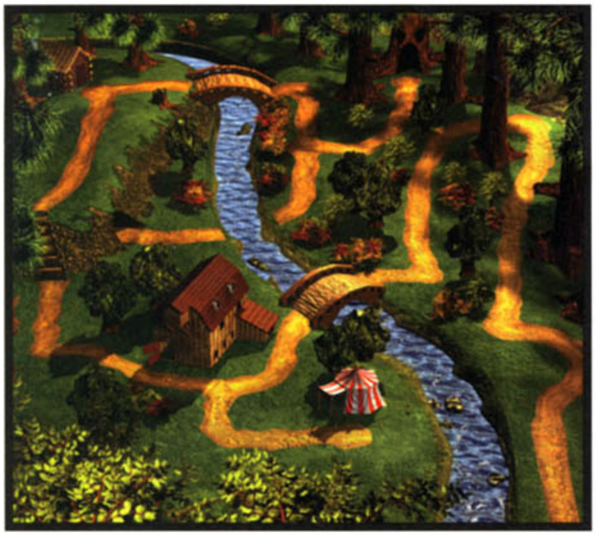
You would? That's great! Here's the bird - please

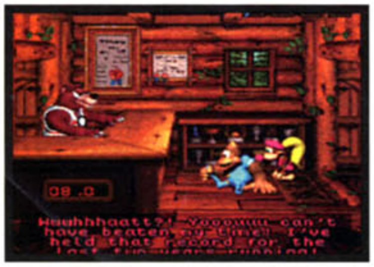


KREMWOOD FOREST

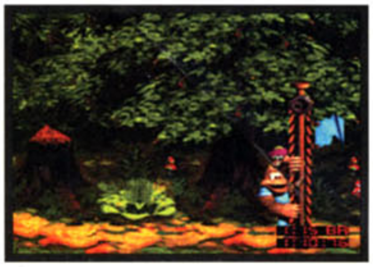
BRASH BEAR

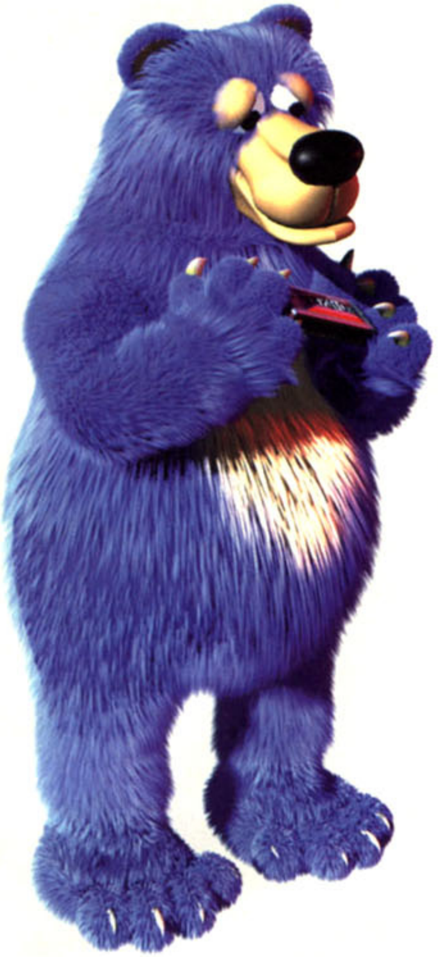
Brash doesn't want anything from you, except perhaps for you to bow down and acknowledge him as the greatest athlete in the Northern Kremisphere. In fact, Brash's greatest accomplishment is his record in Riverside Race. Beat his time, and he'll have a titanic tantrum, which will break loose a branch outside of his cabin. This branch will bridge the river, allowing you access to a cave with a Banana Bird inside.

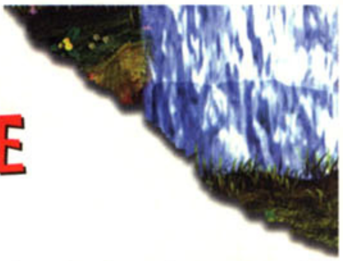




Wuuhhhaatt?! Yooouuu can't have beaten my time! I've held that record for the



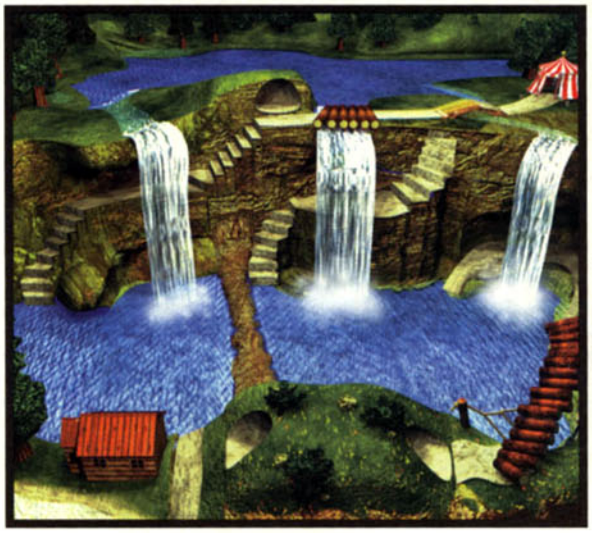


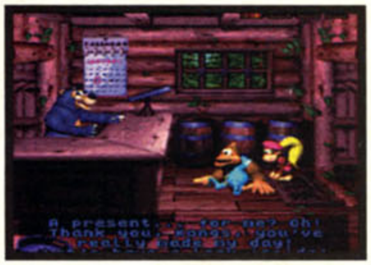


COTTON-TOP COVE

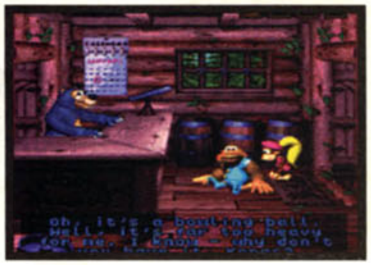
BLUE BEAR

Blue Bear is bummed because his birthday present hasn't arrived yet. It turns out that Blizzard Bear, in his base camp at K3, has been snowed in and hasn't had a chance to send it out yet. Find Blizzard, get the present and deliver it to Blue. He'll be happy to finally have his gift, even if it wasn't exactly what he was hoping for. For cheering him up, he will give you the present, a brand new bowling ball!

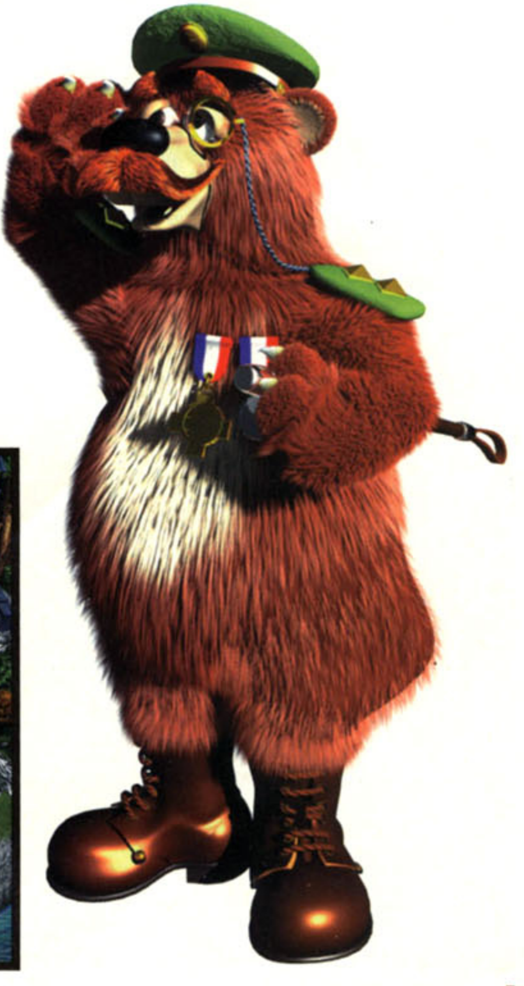




A present... for me? Oh!
Thank you, Kongs, you've
really made my day!



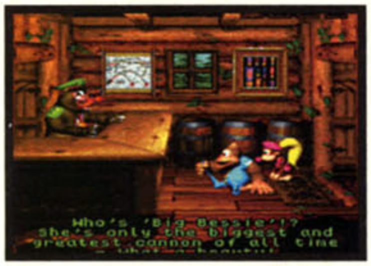
Oh, it's a bowling ball.
Well, it's far too heavy
for me. I know - why don't



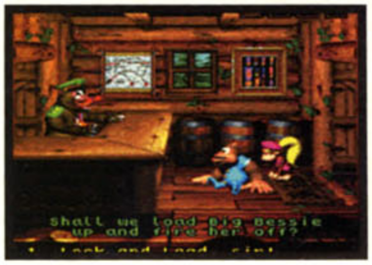
MEKANOS

BRIGADIER BAZOOKA BEAR

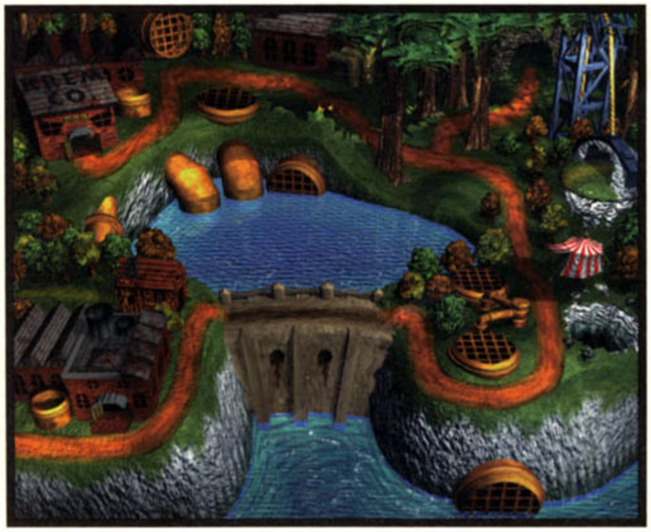
Kremean War veteran Bazooka Bear has been posted to the barracks on Mekanos to command the old artillery piece, Big Bessie. He'd be delighted to fire off the cannon for you if you took him a suitable piece of ammunition. It turns out that Blue Bear's bowling ball is the right size for Big Bessie's barrel. When Bazooka fires Big Bessie, you'll be launched to Sky-High Secret, a floating island where you'll find another Banana Bird.



Who's 'Big Bessie'!?
She's only the biggest and
greatest cannon of all time



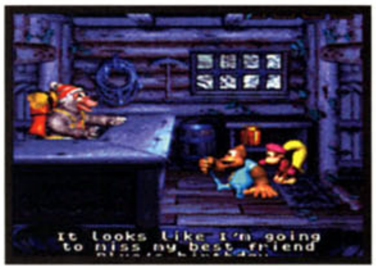
Shall we load Big Bessie
up and fire her off?



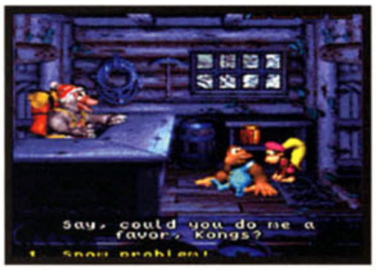
K3

BLIZZARD BEAR

Blizzard Bear's Base Camp is a bit tricky to locate. Press Up from Lemguin Lunge in K3 to find it. Since he's getting ready for his assault on K3, the highest peak in the Northern Kremisphere, Blizzard Bear is going to miss the birthday party of his friend, Blue Bear. He would be happy if you would deliver his special present to Blue.

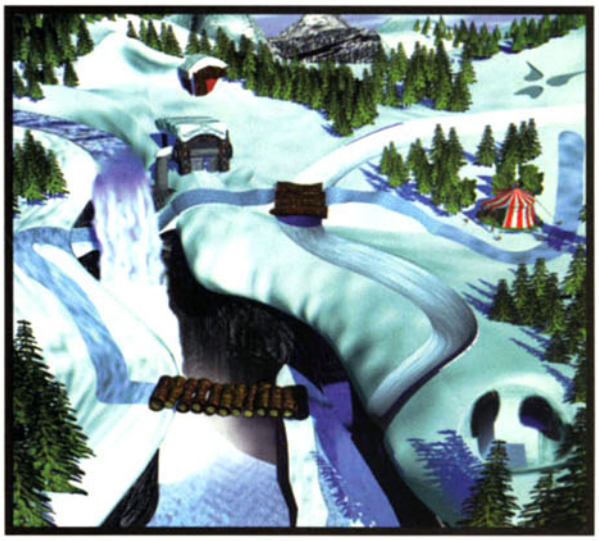


It looks like I'm going
to miss my best friend



Say, could you do me a
favor, Kongs?

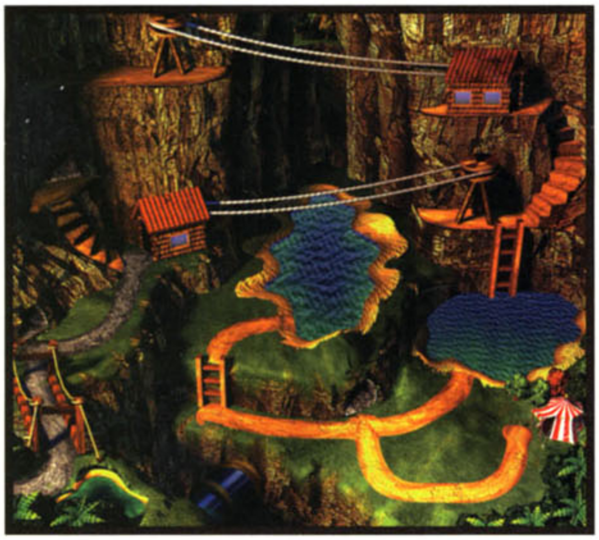
1. Snow problem!

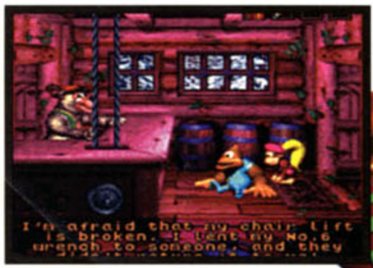


RAZOR RIDGE

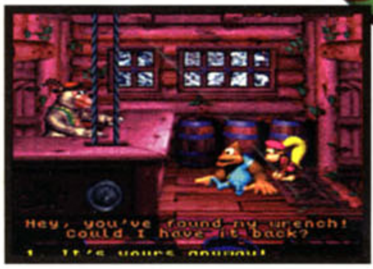
BENNY AND BJÖRN BEAR

Benny and Björn run the chairlifts that take sightseers up to the heights of Razor Ridge. Benny's lower lift is working fine, but Björn's upper lift is in need of repair. To get it up and running, take the mirror you bought from Bazaar Bear and trade it to Barter Bear for the wrench. Björn's chairlifts will then take you to the top of Razor Ridge, Clifftop Cache, where you can find another banana bird.





I'm afraid that my chair lift
is broken. I lent my No.6
wrench to someone, and they



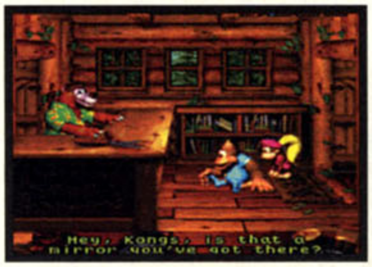
Hey, you've found my wrench!
Could I have it back?

1. It's yours anyway!

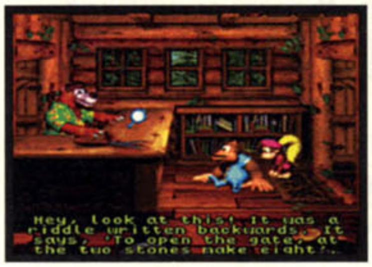
KAOS KORE

BAFFLE BEAR

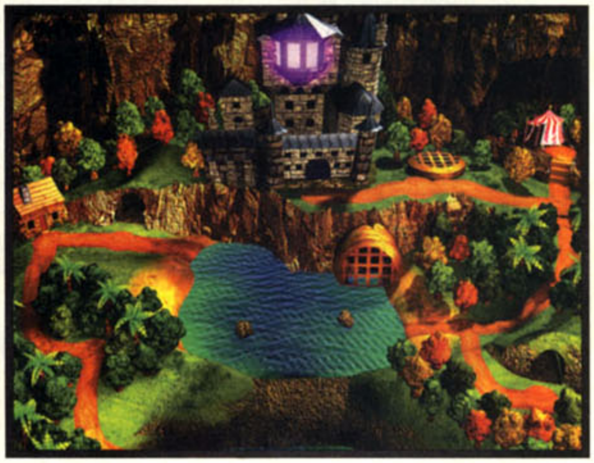
Baffle Bear is a retired agent of the FBI (Funky Bear Investigators) who now whiles away his time cracking codes and developing ciphers. He is currently working on a really baffling message. When you look at his message, you will know what he needs to figure it out: a mirror. After talking to Baffle, go buy the mirror back from Barter. He will demand a stiff price, but Bear Coins are easy come, easy go. Baffle will give you a clue on how to open Sewer Stockpile, the cave with the hidden banana bird in Kaos Kore.



Hey, Kongs, is that a mirror you've got there?



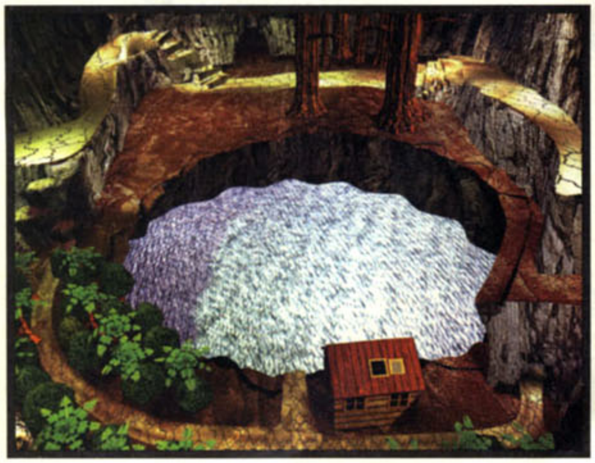
Hey, look at this! It was a riddle written backwards. It says, 'To open the gate, at the two stones make eight'.

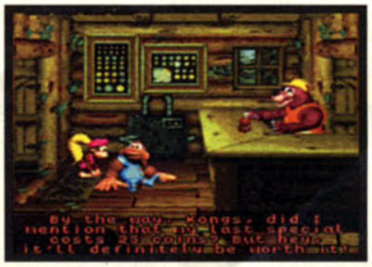


KREMATOA

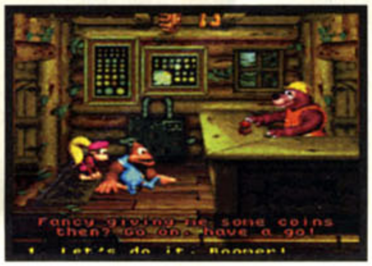
BOOMER BEAR

Even the lost world of Krematoa has its Brother Bear. Boomer Bear has been exiled to the underworld because of the destructive nature of his "toys." He will provide a valuable service for you, though, in clearing away the roadblocks that deny access to the levels in Krematoa. Each demolition job he performs for you will cost cold, hard Bonus Coins, so try to collect as many of them as you can find. You'll also find a machine in his bomb shelter that seems to be missing the cogs you get for finishing the levels in Krematoa.





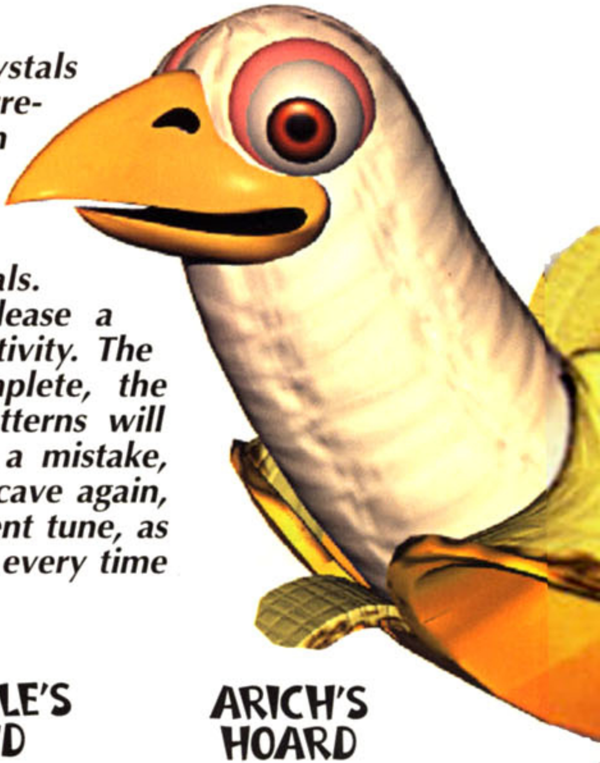
By the way, Kongs, did I mention that my last special costs 25 coins? But hey, it'll definitely be worth it!



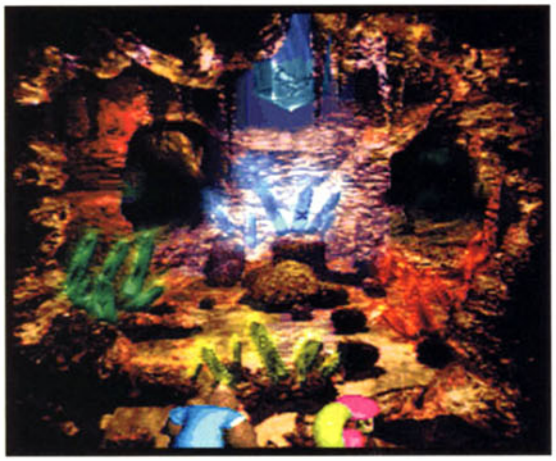
Fancy giving me some coins then? Go on, have a go!

1 Let's do it, Boomer!

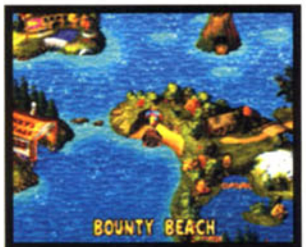
A BUNCH OF BANANA BIRDS



If you look carefully you'll find crystal caves hidden throughout the Northern Kremisphere. The four clusters of crystals inside the cavern correspond to the buttons on your controller. When you enter, you'll hear a tune played on the crystals. Play that tune to release a Banana Bird from captivity. The more caves you complete, the more complex the patterns will become. If you make a mistake, you'll have to try the cave again, this time with a different tune, as they randomly change every time you re-enter.

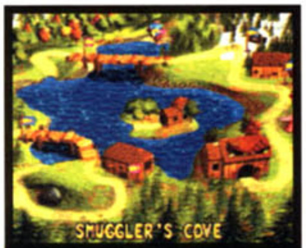


BOUNTY BEACH



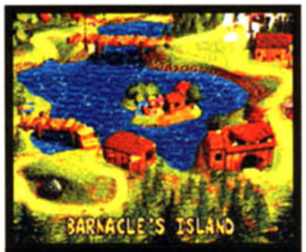
Bounty Beach is located just east of Funky's Rentals. This is the first crystal cave you will be able to enter.

SMUGGLER'S COVE



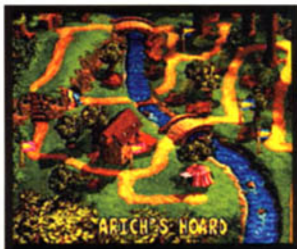
Swim under the northern bridge in Lake Orangatanga to locate the easy-to-overlook cave at Smuggler's Cove.

BARNACLE'S ISLAND



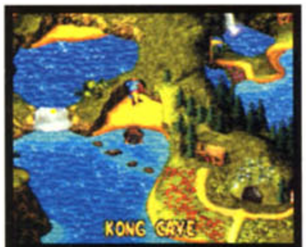
Barnacle Bear lives on Barnacle Island in the center of Lake Orangatanga. He's willing to trade you his Banana Bird for something.

ARICH'S HOARD



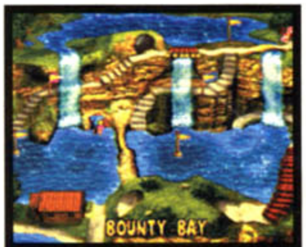
You'll be able to reach Arich's Horde only after you beat Brash Bear's record in Riverside Race.

KONG CAVE



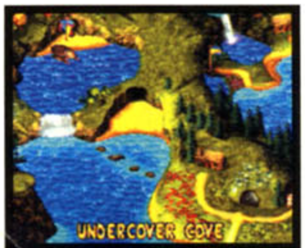
You'll be able to reach Kong Cave, located east of Bazaar's General Store, when you have the Hovercraft.

BOUNTY BAY



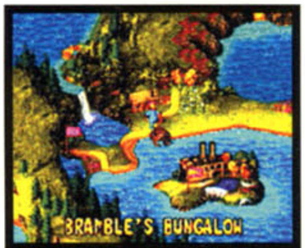
Swim due north from Blue's Beach Hut in Cotton-Top Cove to find Bounty Bay.

UNDERCOVER COVE



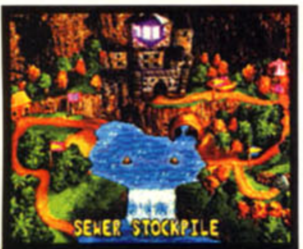
Swim due north from Blue's Beach Hut in Cotton-Top Cove to find Bounty Bay.

BRAMBLE'S BUNGALOW



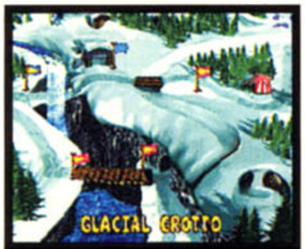
After conquering Mekanos, flowers will grow once again on the trail north of Bramble's Bungalow. Take the flower to Bramble and he'll give you a Banana Bird.

SEWER STOCKPILE



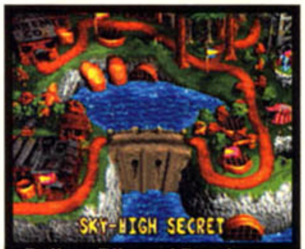
Baffle Bear will tell you the secret to opening the Sewer Stockpile in Kaos Kore.

GLACIAL GROTTO



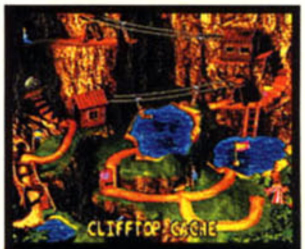
In the icy area of K3, go west from Blizzard's Base Camp to reach Glacial Grotto.

SKY-HIGH SECRET



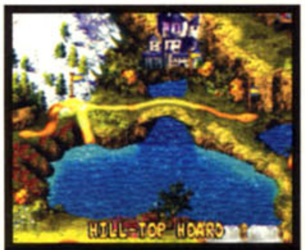
Deliver Blizzard Bear's present to Blue Bear to get the bowling ball. When it's fired out of Bazooka Bear's cannon, you'll be shot with it to Sky-High Secret.

CLIFFTOP CACHE



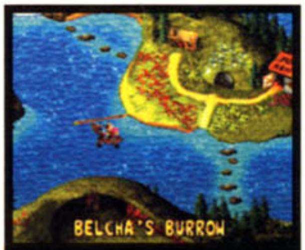
To reach Clifftop Kache you'll need to take the wrench to Bjorn Bear so he can fix his chairlifts.

HILL-TOP HOARD



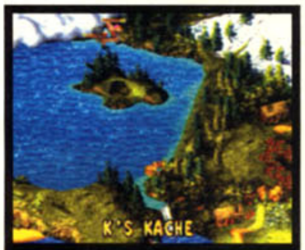
This crystal cave is accessible only with the Gyrocopter. It's in the northeast corner of the map.

BELCHA'S BURROW



You won't be able to reach Belcha's Burrow until you have the Gyrocopter from Funky. It's in the southwestern corner of the map.

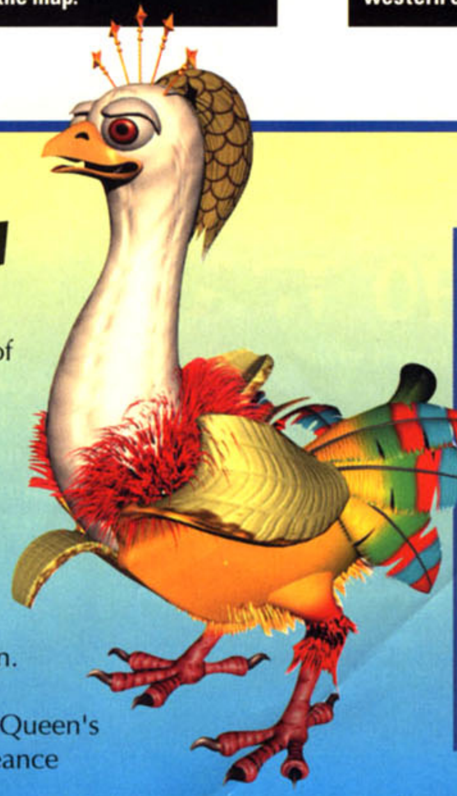
K'S KACHE

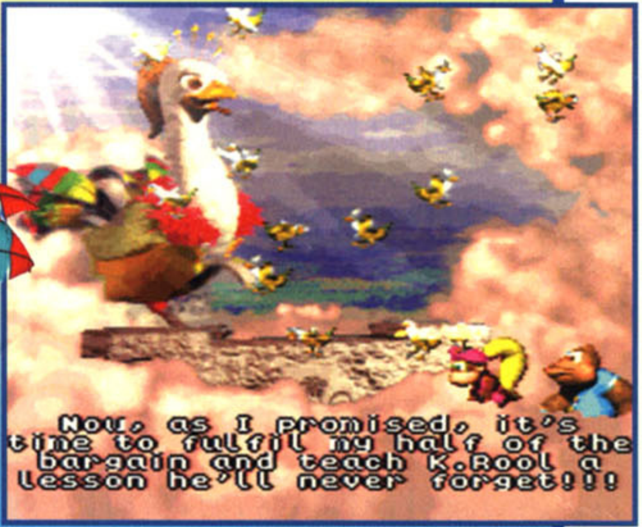


K's Kache is on the small island in the northwestern lake. You can go there only via Gyrocopter.

REUNITE THE BANANA BUNCH

Throughout your adventures, kind old Wrinkly Kong has taken care of the Banana Birds. Once you have released all 15 of them from their captivity in the crystal caves (and in the hands of the Brothers Bear), go visit Wrinkly's Save Cave. The whole flock of Banana Birds will pick you up and take you to where their Queen has been imprisoned by K. Roolenstein. The united power of the Banana Birds will shatter the Banana Bird Queen's prison, releasing her to take vengeance on K. Roolenstein!

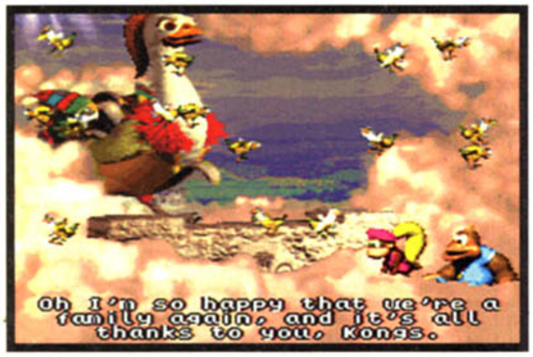




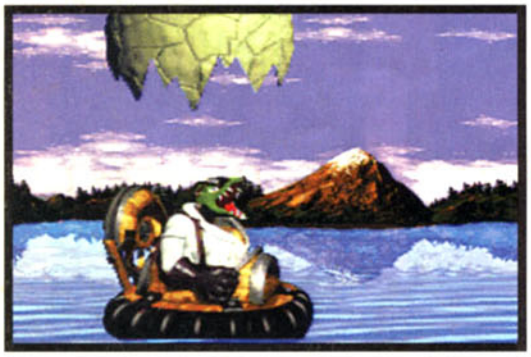
Now, as I promised, it's time to fulfil my half of the bargain and teach K.Rool a lesson he'll never forget!!!

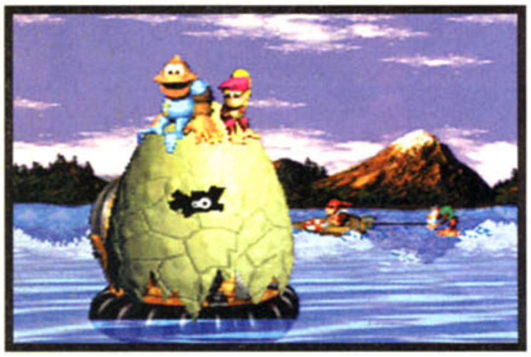
THE GRANDE FINALE!

You've cracked every crystal, bartered with every bear, crushed K. Roolenstein (twice!) and liberated all the Banana Birds! Your reward: a 103% score, a place on the Donkey Kong All Time Greats List, and the best ending. In the best ending, the Queen Banana Bird drops a big egg on Baron K. Roolenstein, and Cranky Kong shows off his water skiing prowess.


Oh I'm so happy that we're a family again, and it's all thanks to you, Kongs.

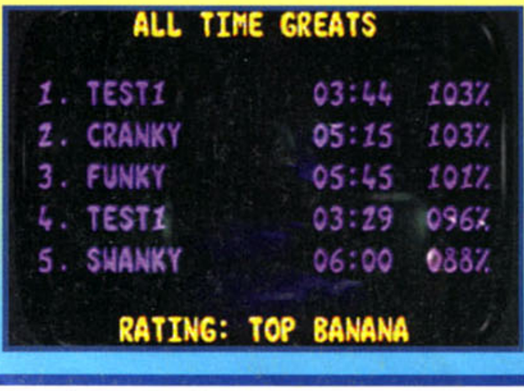
FUNKY'S RENTALS





CHALLENGE THE ALL-TIME GREATS!

After you complete the game by beating Baron K. Roolenstein in Kaos Kore, or by releasing the Queen Banana Bird, you will get to see an ending sequence. After the ending, you will see your ranking on the list of All Time Greats. In order to get the highest ranking on the list, you will need to beat Cranky Kong's percentage and time of completion. Practice, and the detailed maps in this Player's Guide, will help you go through the game quickly. It is also possible to get more than 103%, but we'll leave it to you to figure out how to do that.

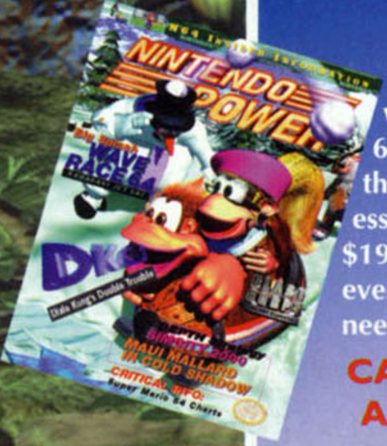


```
ALL TIME GREATS

1. TEST1      03:44  103%
2. CRANKY     05:15  103%
3. FUNKY      05:45  101%
4. TEST1      03:29  096%
5. SWANKY     06:00  088%

RATING: TOP BANANA
```

SECRET BARREL!

NINTENDO POWER

BLAST OFF!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MAUI MALLARD IN COLD SHADOW
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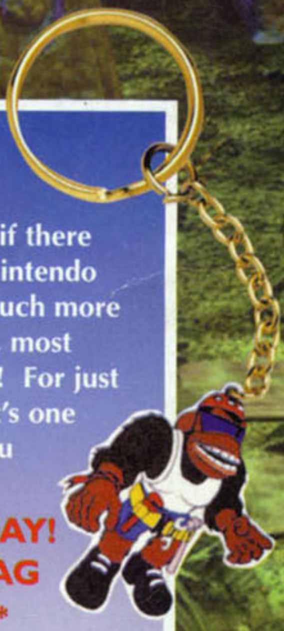

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DONKEY KONG COUNTRY 3

There's a new Kremling leader in town. His name is Kaos, and he has his electronic sights set squarely on Dixie Kong and her new partner, the tantrun-throwing toddler,Kiddy Kong. Dixie and Kiddy are scouring the uncharted reaches of the Northern Kremisphere for signs of their missing family members, and having a crazed horde of Kremlings on their tails isn't helping. What's an ape to do? You get out the big guns, that's what, and the Donkey Kong Country 3 Player's Guide from the pros at Nintendo Power is all the ammunition you need. This high-caliber guide gives you full maps of all 42 stages, plus the lowdown on special coins, bonus areas, new friends, new enemies, attack strategies, exclusive secrets and more. So quit dragging your knuckles and hook up with the only guide that gives you complete coverage of the ultimate DKC adventure!

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